

TEXAS HOLD'EM

Hawaiian Gardens Casino began playing Texas Hold' Em ("Hold' Em") on December 15, 1997.

In Hold' Em, all players receive two cards dealt face down ("downcards") as their personal hand, after which there is a round of betting. At the completion of the first betting round, the Casino dealer burns one card and deals three cards face up on the table ("boardcards" or "community cards"). The first three cards are called the "flop" and another round of betting occurs. At the conclusion of the second betting round the Casino dealer burns one card and deals another boardcard, with a round of betting following. The Casino dealer repeats this procedure for a fifth card (the fifth card is also known as the "river card").

The boardcards are community cards, and after the final round of betting, a player may use any five-card combination to create the best hand possible, using both the board and "downcards." A player may even use all of the boardcards and no downcards to form a hand. This is called "playing the board."

Hold' Em uses the player-dealer button to designate the player whose button is last to receive cards on the initial deal and has the right of last action after the first betting round. The player-dealer button rotates clockwise.

One or more blind bets are used to stimulate action and initiate play. Blinds are posted before the players look at their cards. Blinds are part of a player's bet, unless the structure of a specific game or the situation requires part or all of a particular blind to be "dead." Dead chips are not treated as part of a player's bet. The player seated immediately to the left of the player-dealer posts the small blind and the player seated two positions left of the player-dealer posts the big blind.

The player to the left of the blinds initiates action on the first betting round. On all subsequent betting rounds, the action begins with the first active player to the left of the player-dealer button.

In non-tournament play, the player-dealer button rotates one position clockwise after each deal. The button *must* rotate after each hand, and the blinds adjust accordingly.

Rules of Hold'em

1. In Hold' Em, all blinds are "live," meaning they are treated as bets and the player who posts a blind will have the option of raising the pot when it is his turn to act (except in instances when a "dead collection blind" is required).
2. When there are two blinds in a game with three or more players, the smaller blind is to the immediate left of the player-dealer button. In heads-up play, the player-dealer posts the small blind.
3. Players entering a Hold' Em game already in progress have the following options:
 - a. For a game of \$9 - \$18 limit and lower:
 - 1) To be dealt right in.
 - 2) Wait for the button to pass and be dealt in.
 - b. For a game of \$10 - \$20 limit and higher:
 - 1) Post the big blind and be dealt right in.
 - 2) Wait for the big blind and be dealt in.
 - 3) Posts a big blind between the button and the small blind.
4. In multiple-blind games players must meet the total amount of the blind obligations for every round they play. Players may only act as the player-

dealer for one hand then the button must continuously and systematically rotate among the players. Blinds are adjusted accordingly.

5. If a player misses any or all blinds, he can resume play by either posting the total amount of the blinds for that limit game or waiting for the big blind. If he chooses to post the total amount of the blinds, an amount up to the size of the minimum opening bet is live, and the remainder is placed in the pot as a "dead blind." When it is this player's turn to act, he may either call the action or raise. Exception: In \$9 - \$18 limits and lower games, when a player takes a blind and leaves, the button will rotate and blinds will be posted according to position.
6. When a game starts, a new player will not be required to post a blind until the button has made one complete revolution around the table, provided a blind has not yet passed that seat. A player may also change seats without penalty provided a blind has not yet passed the new seat. However, a player who draws for the player-dealer button is considered active in the game, and is required to make up both blinds if he misses a blind.
7. No "straddle" bets are allowed.

Irregularities

1. If the first card off the deck is exposed on the deal, the Casino dealer will place it back onto the deck, reshuffle, and recut the cards. If any other card is exposed due to Casino dealer error, it will be replaced as follows:
 - a. If a downcard is flashed or exposed due to a Casino dealer error, it may not be kept. After completing the deal, the Casino dealer replaces the card with the next card in the deck, and the exposed card is then used as a burn card.
 - b. If the cards are prematurely flopped before the betting is complete, or if the flop contains too many cards, the boardcards are mixed with the

remainder of the deck. The burn card remains on the table. After shuffling, the Casino dealer cuts the deck and deals a new flop without burning a card.

2. If the Casino dealer turns ("deal") the fourth card on the board before the betting round is complete, the card is taken out of play for that round and the betting is completed. The Casino dealer then burns and deals what would have been the fifth card in the fourth card's place. After this round of betting, the Casino dealer reshuffles the deck, including the card that was taken out of play, but not including the burn cards or discards. The Casino dealer then cuts the deck and deals the final card without burning a card. If the fifth card is turned up prematurely, the deck is reshuffled and dealt in the same manner.
3. If the Casino dealer mistakenly deals the first player an extra card (after all players have received their starting hands), the card will be returned to the deck and used for the burn card. If the Casino dealer mistakenly deals more than one extra card, it is a misdeal.

Pot Collection Procedures for Hold 'Em

1. All Table Fees shall be determined prior to the start of play of any hand or round.
2. No fee may be calculated as a fraction or percentage of wagers made or winnings earned.
3. Different collection rates may be assessed on each hand, but no more than three (3) collection rates may be established per table. The three (3) established collection rates for Hawaiian Gardens Casino are as follows:
 - a. Regular Table Fee,
 - b. Designated Table Fee and
 - c. Jackpot Fee, if applicable.

4. A Jackpot Fee will be collected for all hands that are eligible to win a Jackpot prize. To determine the collection fee amount, please refer to the Collection Rate Table located in the rules for the particular Jackpot promotion that is being played.
5. The Regular Table Fee will be collected for all hands that reach the Opening Round. In Texas Hold 'Em, the hand is deemed to have reached the Opening Round when there is a Flop. To determine the Regular Table Fee for Texas Hold 'Em, please refer to the Collection Rate Table for Regular Table Fees posted at the Hold 'Em tables.
6. The Designated Table Fee will be collected for all hands that conclude prior to reaching the Opening Round (i.e., In Hold 'Em, where the hand concludes prior to the Flop). The Designated Table Fee will be \$1.00 per hand for all limits.
7. The Casino shall provide ample notice to its patrons of the fee collection rates and procedures. Table and Jackpot Fees will be conspicuously posted within view of every gaming table.
8. The collection of the Table Fees may occur before the start of play or after any round of play.

TEXAS HOLD'EM COLLECTION RATES

COLLECTION RATES PER HAND

Regular Table Fee:

Limit	Blind	9, 8 & 7 players	6 players	5 players	4 players	3 players or less
1-2	1-1	2.50	2.00	1.50	1.50	1.00
2-4	1-2	3.00	2.50	2.00	1.50	1.00
3-6	1-3	4.00	3.00	2.50	2.00	1.00
4-8	2-4	4.00	3.00	2.50	2.00	1.00
6-12	2-6	5.00	4.00	3.00	2.00	1.00
8-16	4-8	5.00	4.00	3.00	2.00	1.00
9-18	3-9	5.00	4.00	3.00	2.00	1.00
10-20	5-10	4.00	3.00	2.00	1.00	1.00
15-30	10-15	4.00	3.00	2.00	1.00	1.00
20-40	10-20	4.00	3.00	2.00	1.00	1.00

Designated Table Fee:

Limit	Blind	9, 8 & 7 players	6 players	5 players	4 players or less
1-2	1-1	1.00	1.00	1.00	1.00
2-4	1-2	1.00	1.00	1.00	1.00
3-6	1-3	1.00	1.00	1.00	1.00
4-8	2-4	1.00	1.00	1.00	1.00
6-12	2-6	1.00	1.00	1.00	1.00
8-16	4-8	1.00	1.00	1.00	1.00
9-18	3-9	1.00	1.00	1.00	1.00
10-20	5-10	1.00	1.00	1.00	1.00
15-30	10-15	1.00	1.00	1.00	1.00
20-40	10-20	1.00	1.00	1.00	1.00

TIME COLLECTION RATES

Limit	Blind	Collection
10-20	5-10	5.00 per player per half hour
15-30	10-15	6.00 per player per half hour
20-40	10-20	7.00 per player per half hour
30-60	20-30	8.00 per player per half hour
40-80	20-40	9.00 per player per half hour
60-120	20-60	10.00 per player per half hour
100-200	50-100	12.00 per player per half hour

NO LIMIT POKER

All of the rules for the Limit Hold 'Em games apply to the No Limit Poker games, except as noted in this section.

1. There is no maximum number of raises in any betting round.
2. All bets must be at least equal to the minimum bring-in, unless the player is going all in. A bet of less than the minimum bring-in may not be raised by any player who has already acted.
3. All raises must be equal to or greater than the size of the previous bet or raise on that betting round, except for an all-in wager. A player who has already checked or called may not subsequently raise an all-in bet that is less than the amount of the last bet or raise. For example: Player A bets \$100. Player B raises \$100 more, making the total bet \$200. If Player C goes all in for less than \$300 total (not a full \$100 raise), and Player A calls, then Player B has no option to raise again, because he or she wasn't fully raised. However, Player A can raise – after Player C goes all in – because he or she was fully raised by Player B. If Player A does raise, then the betting is reopened, and Player B can raise again. Exception: This rule does not apply to the \$100 buy-in game. In the \$100 buy-in game, all raises must be double the previous bet or more. If a player goes all-in for an amount greater than the previous bet, but less than double the previous bet, it is not considered a raise.
4. One short buy-in is allowed after each full buy-in. Exception: only in the \$100 buy-in No Limit Hold 'Em game, players can make a full re-buy only when they have \$50 or less of chips in front of them. Short buy-ins will be allowed only when a player has no chips in front of him or her. A player making a short buy-in may not make a full buy-in, unless he or she runs out of chips.
5. A wager is not binding until the chips are actually released into the pot.

6. If there is a discrepancy between a player's verbal statement and the amount put into the pot, the bet will be corrected to the verbal declaration.
7. Since No Limit play may require a large number of chips in order to make a bet, a player who says "raise" is allowed to make more than one move into the pot until the wager is complete.
8. A bet of a single chip or bill without comment is considered to be the full amount of the chip or bill allowed. However, a player acting on a previous bet with a larger denomination chip or bill is calling the previous bet, unless the player makes a verbal declaration to raise the pot.
9. In all No Limit Poker games, the house has the right to place a maximum time limit for taking action on a hand. The dealer will "put the clock" on a player when requested to do so by a CSR. If the clock is put on a player when he or she is facing a bet, the player will have one additional minute to act on his or her hand. The player will have a ten-second warning, after which his or her hand is dead if he or she has not acted.

NO LIMIT POKER COLLECTION RATES

COLLECTION RATES PER HAND

Buy-in	Blind	9 & 8 players	7 players	6 players	5 players	4 players or less
50.00	1-2	3.00	2.00	1.50	1.00	0.50
100.00	2-3	3.00	2.00	1.50	1.00	0.50
200.00	3-5	3.00	2.00	1.50	1.00	0.50
300.00	3-5	4.00	3.00	2.00	1.00	0.50

TIME COLLECTION RATES

Blind	Collection
3, 5	7.00 per player per half hour
5, 10	8.00 per player per half hour
10, 15	9.00 per player per half hour
15, 25	10.00 per player per half hour
25, 50	12.00 per player per half hour

POT LIMIT POKER

All the rules for limit Hold 'Em games apply to pot limit games, except as noted in this section.

The rules of no limit play also apply to pot limit play, except that a bet may not exceed the size of the pot.

1. If a bet is made that exceeds the size of the pot, the surplus will be given back to the bettor and the raise will be the maximum allowed.
2. In pot limit Hold 'Em and pot limit Omaha, a player can open for any amount up to four times the size of the big blind. For example, if the blinds are \$10 and \$20, a player may either open with a call of \$20 or raise to any amount from \$40 to \$80, in increments of the smallest chip used in the game.
3. In pot limit play, if single dollars are involved in the blind, the pot size will be rounded up to the next \$5 increment. Other betting structures may be rounded upward as required.
4. The maximum amount a player can raise is the amount in the pot after the call is made. Therefore, if a pot is \$100, and someone makes a \$50 bet, the next player can call \$50 and raise the pot \$200, for a total wager of \$250.
5. In pot limit, if a chip or a bill larger than the pot size is put into the pot without comment, it is considered to be a bet of the size of the pot.
6. In pot limit games, an optional "live" straddle is allowed. The player with the "live" straddle must be immediately clockwise from the blind and must post an amount twice the size of the big blind. The player who posts the "live" straddle has last action for the first round of betting and is allowed to raise, even if all other players just call the straddle.

POT LIMIT POKER COLLECTION RATES

TIME COLLECTION RATES

Blind	Collection
2, 3, 5	7.00 per player per half hour
2, 3, 5, 10	8.00 per player per half hour
5, 5, 10	9.00 per player per half hour
5, 10, 15	10.00 per player per half hour
3, 10, 25	11.00 per player per half hour
25, 25, 50	13.00 per player per half hour

OMAHA and OMAHA HIGH/LOW SPLIT

Hawaiian Gardens Casino began playing "Omaha" on January 2, 1998.

Omaha is similar to Hold' Em, and called a Hold' Em-style game. In Omaha, however, each player is dealt four downcards instead of two and player must use precisely two downcards with any combination of exactly three boardcards. The betting structure follows the Hold' Em format (the blind or blinds post their bets, players are dealt their downcards and the first round of betting commences. Two subsequent rounds of betting occur after the fourth card and fifth cards are dealt respectively. Dealer will burn one card before each round is dealt).

Omaha is often played high-low split, meaning that two hands may divide a pot (also known as "splitting" the pot). The highest-ranking hand will be awarded half of the pot and the lowest ranking hand (cards must have a face value of eight or less) will be awarded half of the pot.

A hand will only qualify as a low hand if it is comprised of cards with face values of 8-or-less (this is also known as the 8-or-better qualifier).

A player must use any combination of two downcards and three boardcards to make high hand and another (or the same) combination of two downcards and three boardcards for low hand.

Rules of Omaha and Omaha High/Low Split

1. Players must use two of the four downcards in their hand and three cards on the board to make a valid hand.
2. When a player wins both the high and the low pot ("scooper") in a split-pot game with a kill provision, the next hand will be killed *only* if the pot is: A: Minimum of \$35 in \$2-4 games B: \$50 in \$3-6 games C: \$80 in \$4-8 games D: \$100 in \$6-12 games.

3. In high/low splits, a qualifier of 8-or-better for low is required, unless a specific posting to the contrary is displayed.
4. In high/low if there is no low hand, the high hand wins the entire pot.
5. A player may use one combination of cards to make a high hand and the same or any other combination to make a low hand, as long as each hand uses exactly two hole cards with three boardcards.
6. All blinds are "live," meaning they are treated as bets and the player who posts a blind will have the option of raising the pot when it is his turn to act (except in instances when a "dead collection blind" is required).
7. When there are two blinds in a game with three or more players, the smaller blind is to the immediate left of the player-dealer button. In heads-up play, the player-dealer posts the small blind.
8. Players entering a Hold' Em game already in progress have the following options: For \$9-18 limits or lower games:

- a. To be dealt right in.
- b. To wait for the button to pass and be dealt in.

For \$10-20 games or higher:

- a. To post the big blind and be dealt right in.
 - b. To wait for the big blind.
 - c. To post the big blind between the button and the small blind.
9. In multiple-blind games players must meet the total amount of the blind obligations for every round they play. Players may only act as the player-dealer for one hand; then the button must continuously and systematically rotate among the players. Blinds are adjusted accordingly.

10. If a player misses any or all blinds, he can resume play by either posting the total amount of the blinds for that limit game or waiting for the big blind. If he chooses to post the total amount of the blinds, an amount up to the size of the minimum opening bet is live, and the remainder is placed in the pot as a "dead blind." When it is this player's turn to act, he may either call the action or raise.
11. When a game starts, a new player will not be required to post a blind until the button has made one complete revolution around the table, provided a blind has not yet passed that seat. A player may also change seats without penalty provided a blind has not yet passed the new seat. However, a player who draws for the player-dealer button is considered active in the game, and is required to make up both blinds if he misses a blind.
12. No "straddle" bets are allowed.

Irregularities

1. If the first card off the deck is exposed on the deal, the Casino dealer will place it back onto the deck, reshuffle, and recut the cards. If any other card is exposed due to Casino dealer error, it will be replaced as follows:
 - a. If a downcard is flashed or exposed due to a Casino dealer error, it may not be kept. After completing the hand, the Casino dealer replaces the card with the next card in the deck, and the exposed card is then used as a burn card.
 - b. If the cards are prematurely flopped before the betting is complete, or if the flop contains too many cards, the boardcards are mixed with the remainder of the deck. The burn card remains on the table. After shuffling, the Casino dealer cuts the deck and deals a new flop without burning a card.

2. If the Casino dealer turns ("deal") the fourth card on the board before the betting round is complete, the card is taken out of play for that round and the betting is completed. The Casino dealer then burns and deals what would have been the fifth card in the fourth card's place. After this round of betting, the Casino dealer reshuffles the deck, including the card that was taken out of play, but not including the burn cards or discards. The Casino dealer then cuts the deck and deals the final card without burning a card. If the fifth card is turned up prematurely, the deck is reshuffled and dealt in the same manner.
3. If the Casino dealer mistakenly deals the first player an extra card (after all players have received their starting hands), the card will be returned to the deck and used for the burn card. If the Casino dealer mistakenly deals more than one extra card, it is a misdeal.

Pot Collection Procedures for Omaha and Omaha High/Low Split

1. All Table Fees shall be determined prior to the start of play of any hand or round.
2. No fee may be calculated as a fraction or percentage of wagers made or winnings earned.
3. Different collection rates may be assessed on each hand, but no more than three (3) collection rates may be established per table. The three (3) established collection rates for Hawaiian Gardens Casino are as follows:
 - a. Regular Table Fee,
 - b. Designated Table Fee and
 - c. Jackpot Fee, if applicable.

4. A Jackpot Fee will be collected for all hands that are eligible to win a Jackpot prize. To determine the collection fee amount, please refer to the Collection Rate Table located in the rules for the particular Jackpot promotion that is being played.
5. The Regular Table Fee will be collected for all hands that reach the Opening Round. In Omaha and Omaha High/Low Split, the hand is deemed to have reached the Opening Round when there is a Flop. To determine the Regular Table Fee for Omaha and Omaha High/Low Split, please refer to the Collection Rate Table for Regular Table Fees posted at the Omaha and Omaha High/Low Split tables.
6. The Designated Table Fee will be collected for all hands that conclude prior to reaching the Opening Round (i.e., In Omaha and Omaha High/Low Split, where the hand concludes prior to the Flop). The Designated Table Fee will be \$1.00 per hand for all limits.
7. The Casino shall provide ample notice to its patrons of the fee collection rates and procedures. Table and Jackpot Fees will be conspicuously posted within view of every gaming table.
8. The collection of the Table Fees may occur before the start of play or after any round of play.

CRAZY PINEAPPLE

Hawaiian Gardens Casino began playing "Crazy Pineapple" on February 2, 2000.

In Crazy Pineapple, which is a variation of Hold' Em, all players receive three cards dealt face down ("downcards") as their personal hand, after which there is a round of betting. At the completion of the first betting round players will discard one card and the Casino dealer burns one card and deals three cards face up on the table ("boardcards" or "community cards"). The first three cards are called the "flop" and another round of betting occurs. At the conclusion of the second betting round players discard one card. The Casino dealer burns one card and deals another boardcard, with a round of betting following. The Casino dealer repeats this procedure for a fifth card (the fifth card is also known as the "river card").

The boardcards are community cards, and after the final round of betting, a player may use any five-card combination to create the best hand possible, using both the board and "downcards." A player may even use all of the boardcards and no downcards to form a hand. This is called "playing the board."

Crazy Pineapple uses the player-dealer button to designate the player whom will be last to receive cards on the initial deal and who has the right of last action after the first betting round. The player-dealer button rotates clockwise after each hand.

One or more blind bets are used to stimulate action and initiate play. Blinds are posted before the players look at their cards. Blinds are part of a player's bet, unless the structure of a specific game or the situation requires part or all of a particular blind to be "dead." Dead chips are not treated as part of a player's bet. The player seated immediately to the left of the player-dealer posts the

small blind and the player seated two positions to the left of the player-dealer posts the big blind.

The player to the left of the blinds initiates action on the first betting round. On all subsequent betting rounds, the action begins with the first active player to the left of the player-dealer button.

In non-tournament play, the player-dealer button rotates one position clockwise after each deal. The button must rotate after each hand, and the blinds adjust accordingly.

Rules of Crazy Pineapple

1. In Crazy Pineapple, all blinds are "live," meaning they are treated as bets and the player who posts a blind will have the option of raising the pot when it is his turn to act (except in instances when a "dead collection blind" is required).
2. When there are two blinds in a game with three or more players, the smaller blind is to the immediate left of the player-dealer button. In heads-up play, the player-dealer posts the small blind.
3. Players entering a Crazy Pineapple game already in progress have the following options:
 - a. To be dealt right in.
 - b. To wait for the button to pass and be dealt in.
4. When a game has open seats, a player joining a game in progress may be dealt in between the small blind and the player-dealer. The player wishing to join the game may wait until the player-dealer button passes the desired seat before he will be dealt a hand of cards.

5. In multiple-blind games players must meet the total amount of the blind obligations for every round they play. Players may only act as the player-dealer for one hand then the button must continuously and systematically rotate among the players. Blinds are adjusted accordingly.
6. If a player misses any or all blinds, he can resume play by either posting the total amount of the blinds for that limit game or waiting for the big blind. If he chooses to post the total amount of the blinds, an amount up to the size of the minimum opening bet is live, and the remainder is placed in the pot as a "dead blind." When it is this player's turn to act, he may either call the action or raise.
7. When a game starts, a new player will not be required to post a blind until the button has made one complete revolution around the table, provided a blind has not yet passed that seat. A player may also change seats without penalty provided a blind has not yet passed the new seat. However, a player who draws for the player-dealer button is considered active in the game, and is required to make up both blinds if he misses a blind.
8. No "straddle" bets are allowed.
9. When there are three or more players, three raises are allowed for each bet. There is no limit in head-up play.
10. A player who puts a single chip into the pot that is larger than the bet is assumed to have called the bet unless he announces "raise."

Irregularities

1. If the first card off the deck is exposed on the deal, the dealer will place it back onto the deck, reshuffle, and recut the cards. If any other card is exposed due to Casino dealer error, it will be replaced as follows:
 - a. If a downcard is flashed or exposed due to a Casino dealer error, it may not be kept. After completing the hand, the Casino dealer

replaces the card with the next card in the deck, and the exposed card is then used as a burn card.

- b. If the cards are prematurely flopped before the betting is complete, or if the flop contains too many cards, the boardcards are mixed with the remainder of the deck. The burn card remains on the table. After shuffling, the Casino dealer cuts the deck and deals a new flop without burning a card.
2. If the Casino dealer turns ("deal") the fourth card on the board before the betting round is complete, the card is taken out of play for that round and the betting is completed. The Casino dealer then burns and deals what would have been the fifth card in the fourth card's place. After this round of betting, the Casino dealer reshuffles the deck, including the card that was taken out of play, but not including the burn cards or discards. The Casino dealer then cuts the deck and deals the final card without burning a card. If the fifth card is turned up prematurely, the deck is reshuffled and dealt in the same manner.
3. If the Casino dealer mistakenly deals the first player an extra card (after all players have received their starting hands), the card will be returned to the deck and used for the burn card. If the Casino dealer mistakenly deals more than one extra card, it is a misdeal.
4. A player must declare that he is using only the community cards to complete his hand (this is known as "playing the board") before passing his downcards to the Casino dealer. A player who does not declare his intention relinquishes all claims to the pot.

Pot Collection Procedures for Crazy Pineapple

1. All Table Fees shall be determined prior to the start of play of any hand or round.
2. No fee may be calculated as a fraction or percentage of wagers made or winnings earned.
3. Different collection rates may be assessed on each hand, but no more than three (3) collection rates may be established per table. The three (3) established collection rates for Hawaiian Gardens Casino are as follows:
 - a. Regular Table Fee,
 - b. Designated Table Fee and
 - c. Jackpot Fee, if applicable.
4. A Jackpot Fee will be collected for all hands that are eligible to win a Jackpot prize. To determine the collection fee amount, please refer to the Collection Rate Table located in the rules for the particular Jackpot promotion that is being played.
5. The Regular Table Fee will be collected for all hands that reach the Opening Round. In Crazy Pineapple, the hand is deemed to have reached the Opening Round when there is a Flop. To determine the Regular Table Fee for Crazy Pineapple, please refer to the Collection Rate Table for Regular Table Fees posted at the Crazy Pineapple tables.

6. The Designated Table Fee will be collected for all hands that conclude prior to reaching the Opening Round (i.e., In Crazy Pineapple, where the hand concludes prior to the Flop). The Designated Table Fee will be \$1.00 per hand for all limits.
7. The collection of the Table Fees may occur before the start of play or after any round of play.
8. The Casino shall provide ample notice to its patrons of the fee collection rates and procedures. Table and Jackpot Fees will be conspicuously posted within view of every gaming table.

CRAZY PINEAPPLE COLLECTION RATES

COLLECTION RATES PER HAND

Regular Table Fee:

Limit	Blind	9, 8 & 7 players	6 players	5 players	4 players	3 Players or less
1-2	1-1	3.00	2.50	2.00	2.00	1.00
2-4	1-2	3.50	3.00	2.50	2.00	1.00
3-6	1-3	4.00	3.00	2.50	2.00	1.00
4-8	2-4	4.50	3.50	3.00	2.00	1.00
6-12	2-6	5.00	4.00	3.00	2.00	1.00
9-18	3-9	5.00	4.00	3.00	2.00	1.00

Designated Table Fee:

Limit	Blind	9, 8 & 7 players	6 players	5 players	4 players or less
1-2	1-1	1.00	1.00	1.00	1.00
2-4	1-2	1.00	1.00	1.00	1.00
3-6	1-3	1.00	1.00	1.00	1.00
4-8	2-4	1.00	1.00	1.00	1.00
6-12	2-6	1.00	1.00	1.00	1.00
9-18	3-9	1.00	1.00	1.00	1.00

SEVEN-CARD STUD

Hawaiian Gardens Casino began playing "Seven-Card Stud" on December 15, 1997.

Seven-Card Stud is a card game played with two downcards and one upcard dealt before the first betting round. The first betting round is followed by three more upcards dealt with a betting round occurring after each deal. The final betting round occurs after the seventh card is dealt face down. After each betting round, the Casino dealer burns one card. The best five-card poker hand wins the pot. In all fixed-limit games, the smaller bet is wagered on the first two betting rounds, and the larger bet is wagered after the betting rounds on the fifth, sixth, and seventh cards.

When a player's upcards display a pair (this is known as an open pair), any player has the option of making the smaller or larger bet on the second round of betting.

Rules of Seven-Card Stud

1. The first round of betting is initiated with a forced bet. The forced bet is determined by the first upcard players are dealt. The player who is dealt the upcard with the lowest value must place the forced bet (the card with the value of Deuce (2) being the lowest and the Ace being the highest). Should two or more players draw the same ranked card (this is known as a "tie"), the tie is judged according to suit and the player with the lowest suit must place the forced bet. Suit rankings, from highest to lowest, are spades, hearts, diamonds, and clubs; clubs being lowest.
2. On subsequent betting rounds, the high hand on board initiates the action. Ties are broken by position, with the player who received cards first acting first.
3. The player who posted the forced bet may also post a full bet in turn.

4. Completing an opening forced bet does not count as a raise, but merely as a completion of the bet. For example: In \$15-\$30 stud, the low card opens for \$5. If the next player to act brings the bet to \$15 (completion of the bet), three additional raises are then allowed.
5. In all fixed-limit games, when an open pair is showing after the second betting round (this is also known as fourth "street"), any player may bet either the lower or the upper limit. For example: In a \$5-\$10 game, if player has a pair showing and it is a high ranking hand, he may bet either \$5 or \$10. If the player bets \$5, opposing players may call at \$5, raise \$5, or raise \$10. If a \$10 raise is made, then all other raises must be in increments of \$10. If the player who makes the open pair on fourth street checks, then all other players still have the same options.
6. The Casino dealer announces the low card, the high hand, all raises, and all pairs.

Irregularities

1. If the Casino dealer accidentally exposes a player's first or second downcard (also known as "hole cards"), then the player's third card will be dealt down. If both hole cards are dealt up, the player has a dead hand and his ante is returned. If the player's hand would have been the low card, action will start with the first hand to the player's left. The player who must now act may either fold, open for the amount of the forced bet, or open for a full bet.
2. If a player is not present at the table when it is his turn to act on his hand, he forfeits his ante and forced bet, if any has been posted. If a player has not returned to the table in time to act on his hand, the hand will be killed in turn.
3. If a player folds a hand after making a forced bet, or folds when there is no wager, his seat will continue to be dealt in until a bet is made.
4. If a player is all-in for the ante and he has the lowest card, the player to his left has the following options:

5. come in for the forced bet;
6. make the maximum bet; or
7. fold the hand.
8. If the wrong player is designated as the low card, and he places a bet, the action will be corrected to the proper low card. The true low card must bet, and the improperly designated low card may take back the incorrectly forced wager.
9. If the Casino dealer burns two cards in one round, or fails to burn a card, the cards will be picked up by the Casino dealer and re-dealt to the correct position, if at all possible. If this circumstance happens on a final deal and the cards intermingle with a player's hole cards or a player looks at the card, the player must accept the card.
10. If a Casino dealer burns and deals one or more cards before a round of betting has been completed, the card(s) must be eliminated from play. The Casino dealer must then burn an additional card for each remaining player still active in the hand. After the round of betting has concluded, the Casino dealer burns another card and play resumes. The extra burn cards are held off to the side so that the Casino dealer may use them in the event that he runs out of cards. If a card is prematurely dealt on the final downcard and has been exposed or intermingled with a player's other hole cards, the player must keep the card. In this instance if the opposing players who only have six cards continue to bet, the player who has seven cards may not raise.
11. If there are not enough cards left in the deck for all players, the Casino dealer will deal all the cards except the last card, which is mixed with the burn cards and any cards removed from the deck. The Casino dealer then scrambles and cuts these cards, burns one card and delivers the remaining downcards, using the last card if necessary. In instances where the burn card is needed to complete the last dealing round, the Casino dealer does not burn a card. If the Casino dealer determines that there will not be

enough fresh cards for all of the remaining players, then the Casino dealer announces to the table that a common card will be used. The Casino dealer will burn a card and turn one card face up in the center of the table. This card plays in everyone's hand. The player who has highest ranking hand using the community card initiates the action for the last round.

12. If a player picks up his upcards without calling a bet when it is his turn to act and an opposing player acts after him, his act is interpreted as a fold, and the hand is dead.
13. Players must have seven cards to win at the showdown.
14. A card dealt off the table must play and it is treated as an upcard.
15. If the Casino dealer turns the last card face up to any player, the following rules apply:
16. If there are more than two players, all remaining players receive their last card facedown. Prior to action for the round of betting, a player whose last card is exposed will have the option of participating in the wagering or being declared all-in.
17. If there are only two players remaining and the first player's final downcard is dealt face up, the second player's final downcard will also be dealt face up, and the betting proceeds as normal. In the event the first player's final card is dealt facedown and the opponent's final card is dealt face up, the player with the exposed card will have the option of declaring all-in. This decision must be made prior to any action on that round.
18. In any of the above situations, the player whose upcards rank highest will start the action.
19. Should a player call a bet even though his upcards are of a lower rank than an opponent's upcards, his bet stands. Example: Player A has a pair of twos and Player B has a pair of kings in his upcards. Player A then calls Player B. Shortly thereafter, Player A notices that Player B has a pair that ranks higher

than his own. Player A may not receive his call bet back, even though he called the bet in ignorance of Player B's hand.

Pot Collection Procedures for Seven-Card Stud

1. All Table Fees shall be determined prior to the start of play of any hand or round.
2. No fee may be calculated as a fraction or percentage of wagers made or winnings earned.
3. Different collection rates may be assessed on each hand, but no more than three (3) collection rates may be established per table. The three (3) established collection rates for Hawaiian Gardens Casino are as follows:
 - a. Regular Table Fee,
 - b. Designated Table Fee and
 - c. Jackpot Fee, if applicable.
4. A Jackpot Fee will be collected for all hands that are eligible to win a Jackpot prize. To determine the collection fee amount, please refer to the Collection Rate Table located in the rules for the particular Jackpot promotion that is being played.
5. The Regular Table Fee will be collected for all hands that reach the Opening Round. In Seven-Card Stud, the hand is deemed to have reached the Opening Round when the second upcard is delivered. To determine the Regular Table Fee for Seven-Card Stud, please refer to the Collection Rate Table for Regular Table Fees posted at the Seven-Card Stud tables.
6. The Designated Table Fee will be collected for all hands that conclude prior to reaching the Opening Round (i.e., In Seven-Card Stud, where the hand concludes prior to the second upcard being delivered). The Designated Table Fee will be \$1.00 per hand for all limits.

7. The Casino shall provide ample notice to its patrons of the fee collection rates and procedures. Table and Jackpot Fees will be conspicuously posted within view of every gaming table.
8. The collection of the Table Fees may occur before the start of play or after any round of play.

SEVEN-CARD STUD COLLECTION RATES

COLLECTION RATES PER HAND

Regular Table Fee:

Limit	Ante	8 & 7 players	6 players	5 players	4 players	3 Players or less
1-2	1.00	2.50	2.50	2.00	1.50	1.00
2-4	1.00	3.00	3.00	2.50	1.50	1.00
3-6	1.50	4.00	3.00	3.00	2.00	1.00
4-8	1.50	4.00	3.00	3.00	2.00	1.00
5-10	2.00	4.00	3.00	3.00	2.00	1.00
6-12	2.00	4.00	3.00	3.00	2.00	1.00
10-20	2.00	3.00	2.00	2.00	1.00	1.00
15-30	3.00	3.00	2.00	2.00	1.00	1.00
20-40	3.00	3.00	2.00	2.00	1.00	1.00

Designated Table Fee:

Limit	Ante	8 & 7 players	6 players	5 players	4 players or less
1-2	0.50	1.00	1.00	1.00	1.00
2-4	0.50	1.00	1.00	1.00	1.00
3-6	0.50	1.00	1.00	1.00	1.00
4-8	0.50	1.00	1.00	1.00	1.00
5-10	1.00	1.00	1.00	1.00	1.00
6-12	1.00	1.00	1.00	1.00	1.00
10-20	2.00	1.00	1.00	1.00	1.00
15-30	3.00	1.00	1.00	1.00	1.00
20-40	3.00	1.00	1.00	1.00	1.00

TIME COLLECTION RATES

Limit	Ante	Low-Card	Collection
30-60	5.00	10.00	8.00 per player per half hour
40-80	5.00	10.00	9.00 per player per half hour

SEVEN-CARD STUD HIGH-LOW SPLIT (8-or-Better)

Hawaiian Gardens Casino began playing "Seven-Card Stud High-Low Split," on January 9, 1998.

Seven-Card Stud High-Low Split (8-or-Better) is a stud-format game that divides the pot between the both highest and lowest ranking hands. Generally, a hand described as low is comprised of five cards with no one card possessing a face value higher than eight. This is called a qualifier or 8-or-better. However, a table may post a different qualifying number and the new qualifier stands.

Players draw cards to initiate the action on the first round, with an ace counting as the highest card and a two or deuce (2), the lowest. In all subsequent rounds, the player with the highest-ranking hand initiates the action. If two high hands "tie," then the first player clockwise from the Casino dealer acts first.

In fixed-limit high/low stud games, after the ante in the first and second round has been played, the lower limit is applied for third and fourth betting rounds. The upper limit is applied on the final betting rounds, and an open pair does not affect the limit. Aces may be used for high or low. Straights and flushes do not affect the low value of a hand. A player may use any five cards to make the best high hand, and the same or any other grouping of five cards to make the best low hand.

Rules of Seven-Card Stud High-Low Split (8-or-Better)

1. A qualifier of 8-or-better for low applies to all high-low split games, unless a specific posting to the contrary is displayed.
2. A player may use any five cards to make the best high hand and any five cards, whether the same cards as the high hand or not, to make the best low hand.

3. The low card, by suit, initiates the action on the first round, with an ace counting as a high card for this purpose and a deuce or two (2) the lowest.
4. Aces may be used for high or low, and straights and flushes do not affect the value of a low hand.
5. Fixed-limit games use the lower limit on third and fourth streets and the upper limit on subsequent rounds. An open pair does not affect the limit.
6. Splitting pots is only determined by the cards and not by agreement among players.
7. When there is an odd chip in a pot, the chip goes to the high hand. If two players split the pot by tying for both the high and the low, the pot shall be split as evenly as possible; the player with the highest card by suit receiving the odd chip. When making this determination, all cards are used, not only the five cards that constitute the player's hand.
8. When there is one odd chip in the high portion of the pot and two or more high hands split all or half the pot, the odd chip goes to the player with the high card by suit. When two or more low hands split half the pot, the odd chip goes to the player with the low card by suit.
9. All rules for Seven-Card Stud apply to Seven-Card Stud High-Low Split (8-or-Better), except as otherwise noted.

**Pot Collection Procedures for
Seven-Card Stud High-Low Split (8-or-Better)**

1. All Table Fees shall be determined prior to the start of play of any hand or round.
2. No fee may be calculated as a fraction or percentage of wagers made or winnings earned.
3. Different collection rates may be assessed on each hand, but no more than three (3) collection rates may be established per table. The three (3) established collection rates for Hawaiian Gardens Casino are as follows:
 - a. Regular Table Fee,
 - b. Designated Table Fee and
 - c. Jackpot Fee, if applicable.
4. A Jackpot Fee will be collected for all hands that are eligible to win a Jackpot prize. To determine the collection fee amount, please refer to the Collection Rate Table located in the rules for the particular Jackpot promotion that is being played.
5. The Regular Table Fee will be collected for all hands that reach the Opening Round. In Seven-Card Stud High-Low Split (8-or-Better), the hand is deemed to have reached the Opening Round when the second upcard is delivered. To determine the Regular Table Fee for Seven-Card Stud High-Low Split (8-or-Better), please refer to the Collection Rate Table for Regular Table Fees posted at the Seven-Card Stud High-Low Split (8-or-Better) tables.

6. The Designated Table Fee will be collected for all hands that conclude prior to reaching the Opening Round (i.e., In Seven-Card Stud High-Low Split (8-or-Better), where the hand concludes prior to the second upcard being delivered). The Designated Table Fee will be \$1.00 per hand for all limits.
7. The Casino shall provide ample notice to its patrons of the fee collection rates and procedures. Table and Jackpot Fees will be conspicuously posted within view of every gaming table.
8. The collection of the Table Fees may occur before the start of play or after any round of play.

SEVEN-CARD STUD HIGH-LOW SPLIT

COLLECTION RATES

COLLECTION RATES PER HAND

Regular Table Fee:

Limit	Ante	8 & 7 players	6 players	5 players	4 players	3 Players or less
1-2	.50	2.50	2.50	2.00	1.50	1.00
2-4	.50	3.00	3.00	2.50	1.50	1.00
3-6	.50	4.00	3.00	3.00	2.00	1.00
4-8	.50	4.00	3.00	3.00	2.00	1.00
6-12	1.00	4.00	3.00	3.00	2.00	1.00
8-16	2.00	4.00	3.00	3.00	2.00	1.00
10-20	2.00	3.00	2.00	1.00	0.50	1.00
15-30	2.00	3.00	2.00	1.00	0.50	1.00
20-40	3.00	3.00	3.00	2.00	1.00	1.00
30-60	5.00	4.00	4.00	3.00	1.00	1.00

Designated Table Fee:

Limit	Ante	8 & 7 players	6 players	5 players	4 players or less
1-2	0.50	1.00	1.00	1.00	1.00
2-4	0.50	1.00	1.00	1.00	1.00
3-6	0.50	1.00	1.00	1.00	1.00
4-8	0.50	1.00	1.00	1.00	1.00
6-12	1.00	1.00	1.00	1.00	1.00
8-16	1.00	1.00	1.00	1.00	1.00
10-20	2.00	1.00	1.00	1.00	1.00
15-30	2.00	1.00	1.00	1.00	1.00
20-40	3.00	1.00	1.00	1.00	1.00
30-60	5.00	1.00	1.00	1.00	1.00

LOWBALL

Hawaiian Gardens Casino began playing "Lowball," on August 17, 2000.

Lowball is a draw poker game in which the lowest ranking hand wins the pot. Each player is dealt five cards facedown, after which there is a betting round. Players are required to bet or fold. The players who remain in the pot then have an option to improve their hand by replacing the cards in their hands with new ones. This is known as "*the draw*." Before the draw, the Casino dealer will burn one card. In limit poker, the bet doubles after the draw (unless otherwise posted). In Lowball, when a player wins two pots in a row, the next hand is played as a "kill game," with a kill blind and kill limits.

Rules of Lowball

All rules governing "kill pots" are described in the kill pots section.

1. A verbal declaration made with respect to a hand is binding. The hands will be read according to their value; however, should a player goad, or attempt to make another player act by misstating a hand of cards, his hand will be declared foul.
2. In ace-to-five lowball, the best hand is any 5-4-3-2-A. Straights and flushes do not count against a hand.
3. The joker is considered to be the lowest card not present in a player's hand.
4. New players have two options:
 - a. To wait for the big blind; or
 - b. To kill the pot (double the limit for that hand by posting double the amount of the blind).
5. A player who has less than half a blind may receive a hand. However, the next player is obligated to take the blind. In the event that the all-in player

wins the pot or buys in again, the player will then be obligated to make up the blind on the following hand.

6. Half a blind or more constitutes a full blind.
7. In multiple-blind games, if for any reason the big blind passes a player's seat, he may either wait for the big blind or kill the pot (provided no active player objects) in order to receive a hand. This does not apply if a player has taken all of his blinds and changed seats. In this situation, a player will be dealt in when his position, in relationship to the blinds, entitles him to a hand.
8. In limit ace-to-five lowball, before the draw, an exposed card of seven or under must be taken, and an exposed card higher than a seven must be replaced after the deal has been completed. This first exposed card is used as the burn card. After the draw, an exposed card cannot be taken. The draw is completed to each player, in order, and then the exposed card is replaced. A flashed card before the draw is not treated as an exposed card. After the draw, all flashed cards are considered exposed cards and replaced.
9. Any player may draw up to five consecutive cards.
10. After the draw is complete, a total of five cards constitutes a playing hand. Hands with more or less than five cards are fouled. Before the draw, if a player has fewer than five cards in his hand, he may receive additional cards, provided no action has been taken by the first player to act. However, the player-dealer position may still receive a missing fifth card, even if action has occurred, as he is the last to act. If action has been taken, a player is entitled, on the draw, to receive the number of cards necessary to complete a five-card hand.
11. A player may change the number of cards he wishes to draw, provided:

- a. No cards have been dealt off the deck in response to his request (including the burn card); and
 - b. No player has acted on his or her hand based on the number of cards requested behind them.
12. Before there is action on the draw, players are obligated to respond to questions regarding the number of cards drawn, and the Casino dealer is also obligated to respond. Once there is action after the draw, there is no obligation and the Casino dealer may not respond.
13. When there are three or more players, a bet and six raises are allowed. In heads up play, raises are unlimited.
14. A check-and-raise is not permitted.
15. The minimum opening bet is the size of the large blind (unless otherwise posted). Example: In a \$30-\$60 limit game where the blinds are \$10, \$20, and \$30, a player may open for \$30 or \$60 before the draw.
16. Rapping the table in turn constitutes either a pass or the declaration of a pat hand, depending on the situation.
17. If a player checks a seven or better and it is the best hand, then he is not eligible to win any chips on subsequent bets. This player is still eligible to win the amount that existed in the pot before the draw. If a player checks a seven or better and the hand is beaten by a better hand, he loses the pot and any additional calls made.
18. In ace-to-five lowball, in the event of an all-in bet that is less than half a bet, a seven or better may call this short bet after the draw and win. However, if another player overcalls this short bet and loses the person who overcalls receives the bet back. If the seven or better fulfills his or her obligation by completing to a full bet, all subsequent betting action will stand.

KILL POTS IN LOWBALL

In Lowball, when a player wins two consecutive pots the next hand must be played at double the stated limit (this is called a kill game). A plastic disk called a "kill button" is used to indicate the winners of each pot. If a player who has the kill button wins a second consecutive pot, then the next hand may be played at double the stated table limit and the winner may be required to post a kill blind.

There is no size requirement for any pot. However, kill conditions require that a player must win two consecutive main pots to qualify for a kill condition.

1. The betting limits before and after the draw are doubled when the pot is killed. Kill blinds are considered part of the pot. If a player with a natural kill wins again, then that player must kill it again (for the same amount as the previous hand).
2. If a player with one "leg up" splits the next pot, that player still has a "leg up" for the next hand ("leg up" refers to a player who has won a pot and possesses the kill button). If the player who split the pot was the kill in the previous hand, then that player must also kill the next pot.
3. The kill button is neutral (belonging to no player) if:
 - a. It is the first hand of a new game;
 - b. The winner of the previous pot has quit the game;
 - c. The previous pot was split and neither player had the kill button; or
 - d. A person who leaves the table with a "leg up" toward a kill still has a "leg up" upon returning to the game.
4. Players may look at their first three cards and then voluntarily decide to kill the pot. The pot may no longer be killed if a player in the game has received a fourth card. In order to call a kill game voluntarily, a player must have at least four times the amount needed to post the kill blind in his stack of chips. For example: If the big blind is two chips, the kill blind would be four

chips. The player requesting the kill must have at least 16 chips prior to posting the kill.

5. If a player is unaware that the pot has been raised or killed, and places a lesser bet, he may withdraw his chips and reconsider his action before the draw if no action has followed his short call. If the player is unaware and the draw has occurred, he must complete his bet.
6. Only one kill is allowed per hand. In Lowball, a player wanting to be dealt in an already killed pot may receive a hand by agreeing to kill the next available pot, provided the other players do not object.
7. A player who is required to post a kill must do so for that same hand even if he wishes to be dealt out or quit the game. A player who fails to post a required kill blind will not be allowed to participate in any gaming until the kill money is posted.
8. In a kill pot, the player with the kill button acts last on the first betting round. If the player with the kill button raises, the action proceeds clockwise from the button.
9. Players seated in a game that "breaks," are entitled to move to another game of the same type and limit without making a full buy-in. However, players moving to tables of different types and limits are treated as new players and must purchase the full buy-in amount of chips.

Pot Collection Procedures for Lowball

1. All Table Fees shall be determined prior to the start of play of any hand or round.
2. No fee may be calculated as a fraction or percentage of wagers made or winnings earned.
3. Different collection rates may be assessed on each hand, but no more than three (3) collection rates may be established per table. The three (3) established collection rates for Hawaiian Gardens Casino are as follows:
 - a. Regular Table Fee,
 - b. Designated Table Fee and
 - c. Jackpot Fee, if applicable.
4. A Jackpot Fee will be collected for all hands that are eligible to win a Jackpot prize. To determine the collection fee amount, please refer to the Collection Rate Table located in the rules for the particular Jackpot promotion that is being played.
5. The Regular Table Fee will be collected for all hands that reach the Opening Round. In Lowball, the hand is deemed to have reached the Opening Round when the draw is complete and before the showdown of hands. To determine the Regular Table Fee for Lowball, please refer to the Collection Rate Table for Regular Table Fees posted at the Lowball tables.

6. The Designated Table Fee will be collected for all hands that conclude prior to reaching the Opening Round (i.e., In Lowball, where the hand concludes prior to the draw being complete). The Designated Table Fee will be \$1.00 per hand for all limits.
7. The Casino shall provide ample notice to its patrons of the fee collection rates and procedures. Table and Jackpot Fees will be conspicuously posted within view of every gaming table.
8. The collection of the Table Fees may occur before the start of play or after any round of play.

LOWBALL COLLECTION RATES

COLLECTION RATES PER HAND

Regular Table Fee:

Limit	Blind	8 & 7 players	6 players	5 players	4 players or less
15-30	\$5 - \$10 - \$15	3.00	2.00	1.00	0.50
20-40	\$10 - \$10 - \$20	3.00	2.00	1.00	0.50

Designated Table Fee:

Limit	Blind	8 & 7 players	6 players	5 players	4 players or less
15-30	\$5 - \$10 - \$15	1.00	1.00	1.00	1.00
20-40	\$10 - \$10 - \$20	1.00	1.00	1.00	1.00

TIME COLLECTION RATES

Limit	Blinds	Collection
10-20	\$5 - \$5 - \$10	5.00 per player per half hour
15-30	\$5 - \$10 - \$15	6.00 per player per half hour
20-40	\$10 - \$10 - \$20	7.00 per player per half hour
30-60	\$10 - \$20 - \$30	8.00 per player per half hour

MEXICAN POKER

Hawaiian Gardens Casino began playing "Mexican Poker," on April 28, 2000.

Mexican Poker is played with a deck that has been reduced to 40 cards and one Joker. All 8s, 9s and 10s are removed prior to play. The cards are dealt clockwise, beginning to the left of the player-dealer button. The player-dealer button rotates clockwise at the conclusion of each hand.

Each player receives a total of five cards, four of which are dealt face up. The first two cards are dealt as follows: one face up, one face down. The player with the highest-ranking card clockwise from the player-dealer starts the betting action for the first round. Once the first round is complete, the players may expose their downcard if they wish. However, this must be done prior to the deal of the third card, which may be delivered up or down depending on whether or not previously dealt cards have been turned face up. The dealer will deal one burn card before each betting round. The next round of betting then occurs, and the fourth and fifth cards are dealt and played according to the same format. The player with the highest-ranking hand wins the pot.

Ranking of Hands (High to low)

- | | |
|-------------------|--------------------|
| 1. Five of a kind | 7. Straight |
| 2. Royal Flush | 8. Three of a kind |
| 3. Straight Flush | 9. Two Pair |
| 4. Four of a Kind | 10. One Pair |
| 5. Flush | 11. High Card |
| 6. Full House | |

Rules of Mexican Poker

1. All cards 8 through 10 are removed from a regular 53-card deck (Jokers remain). The Joker is "wild" in all cases when dealt face down. However, when dealt face up, it is wild only with Aces, Flushes and Straights.
2. The player with the highest card clockwise of the player dealer-button will make a forced bet. When the Joker is dealt face up, it will be considered an Ace for the purposes of the forced bet.
3. The highest-ranking hand in the upcards will start the action in all following rounds. Hands that are of equal value ("tie") are not judged inferior if they include a Joker. In such instances, the player sitting closest to the player-dealer acts first.
4. If the Casino dealer exposes any downcard, the player will receive his next card down and will be permitted to declare "all-in." If the Joker is inadvertently exposed, it will play as if it had been dealt face down and is wild in all cases.
5. Due to the removal of the 8, 9 and 10, straights are comprised of the following combinations: A-2-3-4-5, 2-3-4-5-6, 3-4-5-6-7, 4-5-6-7-J, 5-6-7-J-Q, 6-7-J-Q-K, and 7-J-Q-K-A.
6. If cards on the initial deal are dealt out of sequence, a misdeal will be declared. However, if two players act, play will continue and a misdeal will not be declared. The hand that was not dealt to will be declared dead.
7. In the third, fourth and fifth dealing rounds, any cards dealt out of sequence will be turned face up on the table and returned to the correct player. The Casino dealer will then conclude the round in sequence. However, no betting will be permitted on the affected round. Any bets made by players who receive out of sequence cards, which have not yet

been returned to the correct position, will be returned to the player. Any following round ("street") will then be dealt and betting will resume.

8. If a player inadvertently exposes his downcard, play continues and the player will be required to play it as a downcard.
9. After the second card is dealt, a card will be burned at the beginning of each round.
10. Check-and-raise is permitted.
11. All raises must be at least equal to the size of the last bet.
12. Once a card touches the muck, the hand is considered dead.
13. No string bets or string raises are permitted.
14. One short buy-in is allowed for each full buy-in.
15. All players will act in turn. If all players check, the player who checked first must show his hand first.
16. A player who indicates that he will bet or call, must complete the action with a minimum bet.

Pot Collection Procedures for Mexican Poker

1. All Table Fees shall be determined prior to the start of play of any hand or round.
2. No fee may be calculated as a fraction or percentage of wagers made or winnings earned.
3. Different collection rates may be assessed on each hand, but no more than three (3) collection rates may be established per table. The three (3) established collection rates for Hawaiian Gardens Casino are as follows:

- a. Regular Table Fee,

- b. Designated Table Fee and
 - c. Jackpot Fee, if applicable.
4. A Jackpot Fee will be collected for all hands that are eligible to win a Jackpot prize. To determine the collection fee amount, please refer to the Collection Rate Table located in the rules for the particular Jackpot promotion that is being played.
 5. The Regular Table Fee will be collected for all hands that reach the Opening Round. In Mexican Poker, the hand is deemed to have reached the Opening Round when the second upcard is delivered. To determine the Regular Table Fee for Mexican Poker, please refer to the Collection Rate Table for Regular Table Fees posted at the Mexican Poker tables.
 6. The Designated Table Fee will be collected for all hands that conclude prior to reaching the Opening Round (i.e., In Mexican Poker, where the hand concludes prior to the second upcard being delivered). The Designated Table Fee will be \$1.00 per hand for all limits.
 7. The Casino shall provide ample notice to its patrons of the fee collection rates and procedures. Table and Jackpot Fees will be conspicuously posted within view of every gaming table.
 8. The collection of the Table Fees may occur before the start of play or after any round of play.

MEXICAN POKER COLLECTION RATES

COLLECTION RATES PER HAND

Regular Table Fee:

Limit	Ante	6 to 7 Players	5 Players	4 Players	3 Players or less
1-2	0.50	2.50	2.00	1.50	.50
2-4	0.50	3.00	2.50	2.00	1.00
3-6	0.50	3.50	2.50	2.00	1.00
4-8	0.50	3.50	2.50	2.00	1.00
6-12	1.00	4.50	3.00	2.50	1.50
No Limit	5.00	4.50	3.00	2.50	1.50
No Limit	10.00	6.50	4.00	2.50	1.50

Designated Table Fee:

Limit	Ante	6 to 7 Players	5 Players	4 Players or less
1-2	0.50	1.00	1.00	1.00
2-4	0.50	1.00	1.00	1.00
3-6	0.50	1.00	1.00	1.00
4-8	0.50	1.00	1.00	1.00
6-12	1.00	1.00	1.00	1.00
No Limit	5.00	1.00	1.00	1.00
No Limit	10.00	1.00	1.00	1.00

RAZZ

Razz is a version of a Seven-Card Stud game played with a 52-card deck where the lowest hand wins the pot. Each player receives two down cards and one up card dealt before the first betting round. The first betting round is followed by three more up cards dealt with a betting round occurring after each deal. The final betting round occurs after the seventh card is dealt face down. After each betting round, the casino dealer burns one card. The lowest five card poker hand wins the pot. Straights and flushes have no ranking, so the best possible hand is 5-4-3-2-A. An open pair does not affect the betting limit.

Rules for Razz

1. The lowest hand wins the pot. Aces are low and straights and flushes have no effect on the low value of a hand. The best possible hand is 5-4-3-2-A.
2. The highest card starts the action with a forced bet. If the high card is tied, the forced bet is determined by suit from the highest to the lowest: spades hearts, diamonds, and clubs. The low hand acts first on all subsequent rounds. If the low hand is tied, the first player clockwise from the casino dealer starts the action.
3. Fixed-limit games use the lower limit on third and fourth streets and the upper limit on subsequent streets. An open pair does not affect the limit.
4. Casino dealers announce all pairs, the first time they occur, except pairs of face cards, which are never announced.

All regular Seven-Card Stud rules and collections apply in Razz, except as otherwise noted.

Pot Collection Procedures for Razz

1. All Table Fees shall be determined prior to the start of play of any hand or round.
2. No fee may be calculated as a fraction or percentage of wagers made or winnings earned.
3. Different collection rates may be assessed on each hand, but no more than three (3) collection rates may be established per table. The three (3) established collection rates for Hawaiian Gardens Casino are as follows:
 - a. Regular Table Fee,
 - b. Designated Table Fee and
 - c. Jackpot Fee, if applicable.
4. A Jackpot Fee will be collected for all hands that are eligible to win a Jackpot prize. To determine the collection fee amount, please refer to the Collection Rate Table located in the rules for the particular Jackpot promotion that is being played.
5. The Regular Table Fee will be collected for all hands that reach the Opening Round. In Razz, the hand is deemed to have reached the Opening Round when the second upcard is delivered. To determine the Regular Table Fee for Razz, please refer to the Collection Rate Table for Regular Table Fees posted at the Razz tables.
6. The Designated Table Fee will be collected for all hands that conclude prior to reaching the Opening Round (i.e., In Razz, where the hand concludes prior

to the second upcard being delivered). The Designated Table Fee will be \$1.00 per hand for all limits.

7. The Casino shall provide ample notice to its patrons of the fee collection rates and procedures. Table and Jackpot Fees will be conspicuously posted within view of every gaming table.
8. The collection of the Table Fees may occur before the start of play or after any round of play.

RAZZ COLLECTION RATES

COLLECTION RATES PER HAND

Regular Table Fee:

Limit	Ante	8 & 7 players	6 players	5 players	4 players or less
1-2	0.50	2.00	2.00	1.50	1.00
2-4	0.50	2.50	2.50	2.00	1.00
3-6	0.50	3.00	2.00	2.00	1.00
4-8	0.50	3.00	2.00	2.00	1.00
5-10	1.00	3.00	2.00	2.00	1.00
6-12	1.00	3.00	2.00	2.00	1.00
10-20	2.00	3.00	2.00	2.00	1.00
15-30	3.00	3.00	2.00	2.00	1.00
20-40	3.00	3.00	2.00	2.00	1.00

Designated Table Fee:

Limit	Ante	8 & 7 players	6 players	5 players	4 players or less
1-2	0.50	1.00	1.00	1.00	1.00
2-4	0.50	1.00	1.00	1.00	1.00
3-6	0.50	1.00	1.00	1.00	1.00
4-8	0.50	1.00	1.00	1.00	1.00
5-10	1.00	1.00	1.00	1.00	1.00
6-12	1.00	1.00	1.00	1.00	1.00
10-20	2.00	1.00	1.00	1.00	1.00
15-30	3.00	1.00	1.00	1.00	1.00
20-40	3.00	1.00	1.00	1.00	1.00

TIME COLLECTION RATES

Limit	Ante	Collection	Low-Card
30-60	5.00	8.00 per player per half hour	\$10.00
40-80	5.00	9.00 per player per half hour	\$10.00

REVERSE HOLD 'EM

Reverse Hold 'Em is a variation of Texas Hold 'Em (also known as Hold 'Em) and is played with a "standard" 52-card deck. A maximum of nine players can play at a Reverse Hold 'Em table. There are a total of four (4) betting rounds in a complete game of Reverse Hold 'Em, not including the blind bets.

In Reverse Hold 'Em, all players receive two (2) cards face down ("downcards") as their personal hand. Then, the Casino dealer deals five (5) cards face up ("upcards,") in the following order: the first upcard is known as the "flop," the next upcard is known as the "turn," and the last three upcards are known as the "river." These cards are used by all players at the table, and are known as "community cards" or "boardcards." A betting round occurs after the flop card is dealt, and again after the turn card is dealt. The final betting round occurs after the river cards are dealt. After each betting round, the Casino dealer burns one card.

Players may use any five- (5) card combination to create the best hand possible, using both the downcards and the board. A player may even use all of the boardcards and no downcards to form a hand. This is called "playing the board."

One or more blind bets are used to stimulate action and initiate play. Blinds are posted before the players look at their downcards. Blinds are part of a player's bet, unless the structure of a specific game or the situation requires part or all of a particular blind to be "dead." Dead chips are not treated as part of a player's bet. The player seated immediately to the left of the player-dealer posts the small blind, and the player seated two (2) positions left of the player-dealer posts the big blind.

The player-dealer button is used to designate the player who is last to receive cards on the initial deal. This player has the right of last action after the first betting round. In non-tournament play, the player-dealer button rotates one

position clockwise after each deal. The button must rotate after each hand, and the blinds adjust accordingly. The player to the left of the blinds initiates action on the first betting round. On all subsequent betting rounds, the action begins with the first active player to the left of the player-dealer button.

Rules of Reverse Hold 'Em

1. Each player is dealt two (2) cards face down as their personal hand, after which there is a round of betting. One or more blind bets are posted before the players look at their cards. The player seated immediately to the left of the player-dealer posts the small blind, and the player seated two (2) positions left of the player-dealer posts the big blind.
2. At the completion of the first betting round, the Casino dealer burns one (1) card and deals one (1) card face up on the table. This card is called the "flop," and the second round of betting occurs after the flop is dealt. The player-dealer button is used to designate the player who is the last to receive cards on the initial deal. This player has the right of last action after the first betting round.
3. At the conclusion of the second betting round, the Casino dealer burns one (1) card and deals one (1) card face up on the table. This card is called the "turn," and the third round of betting occurs after the turn is dealt.
4. At the completion of the third betting round, the Casino dealer burns one (1) card and deals three (3) cards face up on the table. These cards are known as the "river." The fourth and final betting round occurs after the river is dealt.
5. The player with the best hand possible wins the pot.
6. All Texas Hold 'Em rules apply in Reverse Hold 'Em, except as otherwise noted.

Irregularities:

If the Casino dealer turns over more than one card on the flop, the cards will be reshuffled and reflopped with no burn card, since one card was already burned by the Casino dealer's error. If the Casino dealer turns a card before the betting is complete, the card will be deemed an out-of-play card for that round. After completion of the betting, another card will be burned and a new card will become the turn card. At this point, the out-of-play card will be shuffled back into the remaining deck, and then three (3) cards will be revealed as the river without a burn card.

All Texas Hold 'Em irregularities apply in Reverse Hold 'Em, except as otherwise noted.

Pot Collection Procedures for Reverse Hold 'Em

1. All Table Fees shall be determined prior to the start of play of any hand or round.
2. No fee may be calculated as a fraction or percentage of wagers made or winnings earned.
3. Different collection rates may be assessed on each hand, but no more than three (3) collection rates may be established per table. The three (3) established collection rates for Hawaiian Gardens Casino are as follows:
 - a. Regular Table Fee,
 - b. Designated Table Fee and
 - c. Jackpot Fee, if applicable.
4. A Jackpot Fee will be collected for all hands that are eligible to win a Jackpot prize. To determine the collection fee amount, please refer to the Collection Rate Table located in the rules for the particular Jackpot promotion that is being played.
5. The Regular Table Fee will be collected for all hands that reach the Opening Round. In Reverse Hold 'Em, the hand is deemed to have reached the Opening Round when there is a Flop. To determine the Regular Table Fee for

Reverse Hold 'Em, please refer to the Collection Rate Table for Regular Table Fees posted at the Reverse Hold 'Em tables.

6. The Designated Table Fee will be collected for all hands that conclude prior to reaching the Opening Round (i.e., In Reverse Hold 'Em, where the hand concludes prior to the Flop). The Designated Table Fee will be \$1.00 per hand for all limits.
7. The Casino shall provide ample notice to its patrons of the fee collection rates and procedures. Table and Jackpot Fees will be conspicuously posted within view of every gaming table.
8. The collection of the Table Fees may occur before the start of play or after any round of play.

REVERSE HOLD'EM COLLECTION RATES

COLLECTION RATES PER HAND

Regular Table Fee:

Limit	Blind	9, 8 & 7 players	6 players	5 players	4 players or less
1-2	1-1	2.00	1.50	1.00	1.00
2-4	1-2	2.50	2.00	1.50	1.00
3-6	1-3	3.00	2.00	1.50	1.00
4-8	2-4	3.00	2.00	1.50	1.00
6-12	2-6	4.00	3.00	2.00	1.00
8-16	4-8	4.00	3.00	2.00	1.00
9-18	3-9	4.00	3.00	2.00	1.00

Designated Table Fee:

Limit	Blind	9, 8 & 7 players	6 players	5 players	4 players or less
1-2	1-1	1.00	1.00	1.00	1.00
2-4	1-2	1.00	1.00	1.00	1.00
3-6	1-3	1.00	1.00	1.00	1.00
4-8	2-4	1.00	1.00	1.00	1.00
6-12	2-6	1.00	1.00	1.00	1.00
8-16	4-8	1.00	1.00	1.00	1.00
9-18	3-9	1.00	1.00	1.00	1.00

TIME COLLECTION RATES

Limit	Blind	Collection
10-20	5-10	5.00 per player per half hour
15-30	10-15	6.00 per player per half hour
20-40	10-20	7.00 per player per half hour
30-60	20-30	8.00 per player per half hour
40-80	20-40	9.00 per player per half hour
60-120	20-60	10.00 per player per half hour
100-200	50-100	12.00 per player per half hour

PAI GOW POKER

Hawaiian Gardens Casino began playing "Pai Gow Poker," on December 20, 1997.

Pai Gow Poker is a mixture of the ancient Chinese game of Pai Gow with classic American poker. It is played with a standard 52-card deck with one Joker added. The Joker can only be used as an Ace, or to complete a Straight or a Flush. The game is one-to-one, meaning that the player plays against the player-dealer, where each competes to make the best possible hand.

How To Play Pai Gow Poker

1. After individual wagers are placed in the circle in front of the players, the player-dealer will be offered the dice cup, which contains three dice, to shake. The Casino dealer opens the dice cup, and the number of dots facing up on the dice determines the seated player who will receive the first set of cards and the action button. If the dots on the dice equal 1, 8 or 15, the player-dealer receives cards first, and the player sitting left of the player-dealer receives the action button.
2. Each seated player is then dealt seven (7) downcards with which to make two separate poker hands, a 2-card hand and a 5-card hand. The object of the game is for the player to have both hands to rank higher than those of the player-dealer.
3. A player wins if both of his or her hands rank higher than those of the player-dealer. If the player wins on one hand, but loses on the other, it's a push and no money changes hands. The player-dealer wins if both of the player-dealer's hands are winners, or if one hand wins and the other hand is a tie. If the player-dealer loses on one hand, and ties with the player on the other, it's a push and no money changes hands. Winning hands are paid even money; losing hands lose the amount wagered.

4. The player must place the 5-card hand face down in the Highest Cards section and the remaining 2-card hand must be placed face down in the Low Cards section.
5. The 5-card hand must always be higher than the 2-card hand. For example, if the 2-card hand is a pair of fours, the 5-card hand must contain a pair of fives or better.
6. The highest 5-card hand is Five Aces, and the highest 2-card hand is a Pair of Aces. With a Joker, the highest 5-card hand must contain a pair of fives or better. The Pai Gow Poker hand rankings are as follows:

Rank	Combination of Cards
1 st	Five Aces (A-A-A-A-Joker)
2 nd	Royal Flush (10-J-Q-K-A of the same suit)
3 rd	Straight Flush (Five cards of the same suit ranked in order; for example, 6-7-8-9-10 of hearts)
4 th	Four-of-a-kind (Four cards of the same rank; for example, 5-5-5-5) Note: The highest-ranked cards would win should the player-dealer and player both have a four-of-a-kind
5 th	Full House (Three-of-a-kind and one pair) Note: Ties are broken by the highest-ranking three-of-a-kind; for example, K-K-K-7-7 beats a 10-10-10-A-A
6 th	Flush (Five cards of the same suit, regardless of ranking; for example, 5-8-9-Q-K of spades)
7 th	Straight (Five cards of different suits ranked in order)
8 th	Three-of-a-kind (Three cards of the same ranking; for example, Q-Q-Q)
9 th	Two Pair (Two sets of pairs)
10 th	A Pair (Two cards of the same value)
11 th	High Card (If no one has at least a pair, then the highest-

	ranking card of each player's five-card hand decides the winning hand)
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Rules of Pai Gow Poker

1. All hands are compared to the player-dealer's hand, and all bets are paid or collected in a clockwise direction starting from the "Action" button.
2. A player may not display his or her hand or discuss his or her hand with any other player after the cards have been dealt, until all hands have been opened.
3. A set of three dice is used to randomly determine which player will receive his or her cards first from the Casino dealer. The dice are inserted into a brass cup, the player-dealer shakes the cup, and the number of dice points revealed when the cup is opened are added up. The point total of the dice determines the player who is to receive his or her hand first and the position of the action button, except when the player-dealer position is indicated. In those cases, the first player to the left of the player-dealer receives the action button.
4. The player-dealer's hand will not be opened until all other hands have been set. In the case in which the player-dealer's hand is opened before all hands are set, the Casino dealer will call the supervisor or a CSR immediately who will set the player's hand in the "logical way."
5. The player-dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player-dealer for more than two consecutive hands. The player-dealer button rotates clockwise around the table. No one may assume the player-dealer position unless he or she has made a non-bank bet in the last round. New players can assume the player-dealer position only if all other seated players refuse the player-dealer position in the round.
6. A misdeal will be declared if:

- a. The Joker or an ace is boxed or exposed on the deal.
 - b. Two or more cards are boxed or exposed on the deal.
 - c. The hands are delivered to the wrong spots, and two or more players have looked at their cards before the Casino dealer opens the player-dealer's hand.
 - d. The hands are delivered to the wrong spots, and a player looked at the player-dealer's hand.
7. In the event that the action hand is pushed to the wrong spot, and only one player has looked at the cards, the hands will be retrieved by a floor person and redelivered correctly. The hand for the player that looked at the cards will be played the "logical way."
8. A boxed card is replaced immediately with the very next card on the deck and exposed cards on the deal will be replaced, after the deal is finished with the first of the remaining four cards.
9. A player is responsible for the final setting of his hand. Upon request, the Casino dealer or VIP Customer Service Representative (CSR) will play the hand only according to the "logical way." The Casino cannot be held responsible for the logical way outcome.
10. Statements regarding the value of a hand are not binding. The cards read as their value states.
11. If a player sets his or her hands in such a way that the 2-card hand ranks higher than the 5-card hand, the hands are fouled and the wager is forfeited to the extent that money covers.
12. If a player puts three cards in one hand and four in the other, or one card in one hand and six in the other, the hands are fouled and the wager is forfeited to the extent that money covers.

13. A player may play or set only one hand, regardless of the number of hands on which he or she has wagered. A player can be the "active" player on only one circle (spot) and on only one hand, regardless of the number of hands on which he or she has wagered.
14. When an active player fouls his or her hand, any backline wagers will be set to logical way and paid accordingly.
15. The player-dealer's hand is not set until the player-dealer has signified his or her final decision in an obvious manner to the Casino dealer.
16. A hand that is misread by the Casino dealer will play at its true value if it can be retrieved intact.
17. When the player-dealer asks the Casino dealer to help set the hand, the Casino dealer cannot allow the player-dealer to set the hand fouled. If the Casino dealer mistakenly allows a fouled hand to be played, the Casino will set the hand in the "logical way" and play will continue. A player-dealer's hand can never be set fouled.
18. The Casino has the right to reset the player-dealer's hand if it is discovered that the Casino dealer did not show the best possible option, such that both the front and the back hands will increase in value, provided the payoffs have not been finished.

PAI GOW POKER COLLECTION RATES

Limit	Player-Dealer Collection Rate (Per Hand)	Player Collection Rate (Per Bet)
\$10 to \$100	3.00	1.00
\$25 to \$100	3.00	1.00
\$50 to \$100	3.00	1.00
\$25 to \$200	4.00	2.00
\$50 to \$300	5.00	2.00
\$100 to \$300	5.00	2.00
\$100 to \$500	6.00	3.00
\$300 to \$500	6.00	3.00
\$300 to \$1,000	11.00	5.00
\$500 to \$2,000	11.00	10.00
\$1,000 to \$5,000	21.00	10.00

IF THE MINIMUM LIMIT CHANGES AND THE MAXIMUM STAYS THE SAME,
THE COLLECTION WILL STAY THE SAME AS THE MAXIMUM LIMIT COLLECTION RATE.

JOKER'S WILD PAI GOW POKER

Hawaiian Gardens Casino began playing "Joker's Wild Pai Gow Poker," on April 10, 2001.

Joker's Wild Pai Gow Poker is a variation of Pai Gow Poker. It is played with a standard 52-card deck. The deck may be expanded to 55 cards to include a maximum of three (3) Jokers. The Joker(s) may be used as any card in the deck. The game is one-to-one, meaning that the player plays against the player-dealer, where each competes to make the best possible hand.

How To Play Joker's Wild Pai Gow Poker

1. After individual wagers are placed in the circle in front of the players, the player-dealer will be offered the dice cup, which contains three dice, to shake. The Casino dealer opens the dice cup, and the number of dots facing up on the dice determines the seated player who will receive the first set of cards and the action button. If the dots on the dice equal 1, 8 or 15, the player-dealer receives cards first, and the player sitting left of the player-dealer receives the action button.
2. Each seated player is then dealt seven (7) downcards with which to make two separate poker hands, a 2-card hand and a 5-card hand. The object of the game is for the player to have both hands to rank higher than those of the player-dealer.
3. A player wins if both of his or her hands rank higher than those of the player-dealer. If the player wins on one hand, but loses on the other, it's a push and no money changes hands. The player-dealer wins if both of the player-dealer's hands are winners, or if one hand wins and the other hand is a tie. If the player-dealer loses on one hand, and ties with the player on the other, it's a push and no money changes hands. Winning hands are paid even money; losing hands lose the amount wagered.

4. The player must place the 5-card hand face down in the Highest Cards section and the remaining 2-card hand must be placed face down in the Low Cards section.
5. The 5-card hand must always be higher than the 2-card hand. For example, if the 2-card hand is a pair of fours, the 5-card hand must contain a pair of fives or better.
6. The highest 5-card hand is Five Aces, and the highest 2-card hand is a Pair of Aces. With a Joker, the highest 5-card hand must contain a pair of fives or better. The Joker's Wild Pai Gow Poker hand rankings are as follows:

Rank	Combination of Cards
1 st	Five Aces (A-A-A-A-Joker) or (A-A-A-Joker-Joker)
2 nd	Royal Flush (10-J-Q-K-A of the same suit)
3 rd	Straight Flush (Five cards of the same suit ranked in order; for example, 6-7-8-9-10 of hearts)
4 th	Four-of-a-kind (Four cards of the same rank; for example, 5-5-5-5) Note: The highest-ranked cards would win should the player-dealer and player both have a four-of-a-kind
5 th	Full House (Three-of-a-kind and one pair) Note: Ties are broken by the highest-ranking three-of-a-kind; for example, K-K-K-7-7 beats a 10-10-10-A-A
6 th	Flush (Five cards of the same suit, regardless of ranking; for example, 5-8-9-Q-K of spades)
7 th	Straight (Five cards of different suits ranked in order)
8 th	Three-of-a-kind (Three cards of the same ranking; for example, Q-Q-Q)
9 th	Two Pair (Two sets of pairs)
10 th	A Pair (Two cards of the same value)
11 th	High Card (If no one has at least a pair, then the highest-

	ranking card of each player's five-card hand decides the winning hand)
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Rules of Joker's Wild Pai Gow Poker

1. All hands are compared to the player-dealer's hand, and all bets are paid or collected in a clockwise direction from the "Action" button.
2. A player may not display his or her hand to or discuss his or her hand with any other player after the cards have been dealt, until all hands have been opened.
3. A set of three dice is used to randomly determine which player will receive his or her cards first from the Casino dealer. The dice are inserted into a brass cup, the player-dealer shakes the cup, and the number of dice points revealed when the cup is opened are added up. The point total of the dice determines the player who is to receive his or her hand first and the position of the action button, except when the player-dealer position is indicated. In those cases, the first player to the left of the player-dealer receives the action button.
4. The player-dealer's hand will not be opened until all other hands have been set. In the case in which the player-dealer's hand is opened before all hands are set, the Casino dealer will call a supervisor or a CSR immediately who will set the player's hand in the "logical way."
5. The player-dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player-dealer for more than two consecutive hands. The player-dealer button rotates clockwise around the table. No one may assume the player-dealer position unless he or she has made a non-bank bet in the last round. New players can assume the player-dealer position only if all other seated players refuse the player-dealer position in the round.

6. A misdeal will be declared if:
 - a. The Joker or an ace is boxed or exposed on the deal.
 - b. Two or more cards are boxed or exposed on the deal.
 - c. The hands are delivered to the wrong spots, and two or more players have looked at their cards before the Casino dealer opens the player-dealer's hand.
 - d. The hands are delivered to the wrong spots, and a player has looked at the player-dealer's hand.
7. In the event that the action hand is pushed to the wrong spot, and only one player has looked at the cards, the hands will be retrieved by a floor person and redelivered correctly. The hand for the player that looked at the cards will be played the "logical way."
8. A boxed card is replaced immediately with the very next card on the deck and exposed cards on the deal will be replaced, after the deal is finished with the first of the remaining four cards.
9. The Joker may be used as any card in the deck.
10. A player is responsible for the final setting of his hand. Upon request, the Casino dealer or VIP Customer Service Representative (CSR) will play the hand only according to the "logical way." The Casino cannot be held responsible for the logical way outcome.
11. Statements regarding the value of a hand are not binding. The cards read as their value states.
12. If a player sets his or her hands in such a way that the 2-card hand ranks higher than the 5-card hand, the hands are fouled and the wager is forfeited to the extent that money covers.

13. If a player puts three cards in one hand and four in the other, or one card in one hand and six in the other, the hands are fouled and the wager is forfeited to the extent that money covers.
14. A player may play or set only one hand, regardless of the number of hands on which he or she has wagered. A player can be the "active" player on only one circle (spot) and on only one hand, regardless of the number of hands on which he or she has wagered.
15. When an active player fouls his or her hand, any backline wagers will be set to logical way and paid accordingly.
16. The player-dealer's hand is not set until the player-dealer has signaled his or her final decision in an obvious manner to the Casino dealer.
17. A hand that is misread by the Casino dealer will play at its true value if it can be retrieved intact.
18. When the player-dealer asks the Casino dealer to help set the hand, the Casino dealer cannot allow the player-dealer to set the hand fouled. If the Casino dealer mistakenly allows a fouled hand to be played, the Casino will set the hand in the "logical way" and play will continue. A player-dealer's hand can never be set fouled.
19. The Casino has the right to reset the player-dealer's hand if it is discovered that the Casino dealer did not show the best possible option, such that both the front and the back hands will increase in value, provided the payoffs have not been finished.

JOKER'S WILD PAI GOW POKER

COLLECTION RATES

Limit	Player-Dealer Collection Rate (Per Hand)	Player Collection Rate (Per Bet)
\$10 to \$100	3.00	1.00
\$25 to \$100	3.00	1.00
\$50 to \$100	3.00	1.00
\$25 to \$200	4.00	2.00
\$50 to \$300	5.00	2.00
\$100 to \$300	5.00	2.00
\$100 to \$500	6.00	3.00
\$300 to \$500	6.00	3.00
\$300 to \$1,000	11.00	5.00
\$500 to \$2,000	11.00	10.00
\$1,000 to \$5,000	21.00	10.00

IF THE MINIMUM LIMIT CHANGES AND THE MAXIMUM STAYS THE SAME,
THE COLLECTION WILL STAY THE SAME AS THE MAXIMUM LIMIT COLLECTION RATE.

PAN 9

Hawaiian Gardens Casino began playing "Pan 9" on December 20, 1997.

Pan 9 is a fast-paced card counting game that resembles baccarat. It is played with a standard 52-card deck with all 7s, 8s, 9s, and 10s removed. The object of Pan 9 is to form a hand that equals nine (9) or as close to nine (9) as possible.

The game is one-to-one, meaning that the player plays against the player-dealer, where each competes to make the best possible hand. The hand with a value closer to nine (9) wins.

How To Play Pan 9

1. All players, including the player-dealer, must place their wagers before the dice cup is opened. This is the only chance to place a bet.
2. The player-dealer will be offered the dice cup, which contains three dice, to shake. After shaking the dice cup, the Casino dealer opens it, and the number of dots facing up on the dice determines the seated player who will receive the first set of cards and the action button. The player-dealer always receives cards first when the dice totals 9 and 17, regardless of how many players are seated, and the player to the immediate left of the player-dealer receives the action button.
3. The Casino dealer deals three (3) downcards to each player, including the player-dealer. Cards between two (2) and six (6) have face value. Picture cards have a value of zero (0). Aces have a value of one (1). The player adds up the total of his or her hand; the value of the hand is the value of the last digit of the total. For example, if a player receives 6, 4 and 3 in the first three cards, the value of the hand is three.
4. Each player in turn (starting to the immediate left of the player-dealer), can either play the hand as is, i.e., stand, or draw one additional card, i.e., draw. Players must place their initial 3-card hand face-down in either the

'Card' or 'No-card' position to indicate their decision. Once the cards are tabled, players may not touch the cards. In the 'Card' position, the player will receive one additional downcard only. A player has the option of drawing on hand totals of 5 or 6 and must stand on hand totals of 7 or above. A player must draw on hand totals of 4 or less.

5. When all hands are set, the player-dealer's hand is exposed. The player-dealer must stand on hand totals of 7 or above. The player-dealer has the option of drawing on hand totals of 5 or 6. If the player-dealer's hand totals 4 or less, the player-dealer must draw.
6. Then, each player's cards are revealed starting from the Action button and compared in turn to the player-dealer's hand. In order to win, a player's hand must have a higher total than the player-dealer. In the event that the player-dealer's hand and the player's hand have the same total, it is called a push and no money is exchanged.

Rules for Pan 9

1. The player-dealer takes care of the winnings and losses. If the player-dealer runs out of money before he or she reaches your bet, all bets not acted upon will not win or lose.
2. A player may not display his or her hand or discuss his or her hand with any other player after the cards have been dealt, until all hands have been opened.
3. The player may play or set only one hand, regardless of the number of hands on which he or she may have wagered. For the rest of the hands, the player may look at the hand, but the player must set the hand according to "logical way."
4. A set of three dice is used to randomly determine which player will receive his or her cards first from the Casino dealer. The dice are inserted into a brass cup, the player-dealer shakes the cup, and the number of dice points

revealed when the cup is opened are added up. The point total of the dice determines the player who is to receive his or her hand first and the position of the action button, except when the player-dealer position is indicated. In those cases, the first player to the left of the player-dealer receives the action button.

5. The player-dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player-dealer for more than two consecutive hands. The player-dealer button rotates clockwise around the table. No one may assume the player-dealer position unless he or she has made a non-bank bet in the last round. New players can assume the player-dealer position only if all other seated players refuse the player-dealer position in the round.
6. Once the player-dealer's hand is open, no one may act on his or her hand. If the player-dealer's hand is inadvertently exposed prior to the completion of the draw, the remaining hands will be played the "logical way."
7. When a player requests assistance on the play of a hand, the Casino dealer or VIP Customer Service Representative (CSR) will arrange the hand according to "logical way":
 - a. Draw on 5 or less; and
 - b. Stand on 6 or more.
8. After the player-dealer's hand has been opened and set, all of the "logical way" hands will be opened and checked. The Casino will reset any hand that has been played incorrectly by a Casino dealer or VIP CSR.
9. After the Casino dealer announces, "all hands set," players may not touch or alter their wagers. Players who add or subtract to their wagers after the "all hands set" declaration will forfeit their wager to the extent that money covers.

10. In the event that a player repositions his or her hand from one box to the other after the draw has begun; the hand will be played the "logical way." The exceptions are hands that are 5 or 6; these hands will play as they are.
11. If the player-dealer has not drawn a card, the Casino dealer must determine that the player-dealer has made a commitment to stand, announce the total, and proceed to settle the wagers.
12. All players are responsible for protecting their own hands. If the player controlling the hand in play inadvertently fouls the hand, the player's hand cannot win and may only push or lose to the extent that money covers. Backline wagers placed on the fouled hand receive "no action" on their wagers. Note: this will happen ONLY when the fouled hand had a chance of winning or pushing.
13. If a player has an incorrect number of cards, his or her hand maybe fouled. It is his or her responsibility to notify the Casino dealer of a problem before the draw commences.
14. Statements regarding the value of a hand are not binding. The cards read as their value states.
15. A player-dealer partnership may consist of no more than four active players at the same time.
16. A player's hand must remain in view of the Casino dealer and VIP CSR at all times, and all cards are to remain over the table at all times.
17. A misdeal will be declared if:
 - a. It is determined before the deal is complete that cards have been dealt to the wrong position.
 - b. The player-dealer has the wrong number of cards.
 - c. The shoe runs out of cards during the deal.

- d. Two or more boxed cards come out of the shoe during the same hand.
18. A misdeal will not be declared after the draw has commenced, except when the player-dealer's hand does not have three cards.
19. If the shoe runs out of cards during the draw, a portion of the discards will be shuffled and used to finish the draw.
20. All exposed cards on the deal play. On the draw, an exposed card will be replaced after the player-dealer has acted on his or her hand, and before the players' hands are read. An exposed card is defined as one that lands face up on the table.
21. A boxed card in the shoe is a non-existent card and is immediately replaced by the next card in the shoe. A boxed card out of the shoe never plays.
22. If the Casino dealer deals a card off the table, the card plays.
23. If a player misses his or her opportunity to draw, the Casino dealer or VIP Customer Service Representative (CSR) will back up the draw cards in order for the player to receive the proper draw card.
24. If a card has been removed from the shoe because of Casino dealer error, the card will be placed directly under the shoe and will be the next card in play.

PAN 9 COLLECTION RATES

Limit	Player-Dealer Collection Rate (Per Hand)	Player Collection Rate (Per Bet)
\$10 to \$100	3.00	1.00
\$25 to \$100	3.00	1.00
\$50 to \$100	3.00	1.00
\$25 to \$200	4.00	2.00
\$25 to \$300	5.00	2.00
\$50 to \$300	5.00	2.00
\$100 to \$300	6.00	3.00
\$100 to \$500	6.00	3.00
\$200 to \$500	6.00	3.00
\$300 to \$500	6.00	3.00
\$300 to \$1,000	11.00	5.00
\$500 to \$1,000	11.00	5.00
\$500 to \$2,000	11.00	5.00
\$1,000 to \$5,000	21.00	10.00

IF THE MINIMUM LIMIT CHANGES AND THE MAXIMUM STAYS THE SAME,
THE COLLECTION WILL STAY THE SAME AS THE MAXIMUM LIMIT COLLECTION RATE.

SUPER 9

Super 9 is a variation of the Pan 9 game. Super 9 is played with a standard 52-card deck with all 7s, 8s, 9s, and 10s removed. The object of Super 9 is to form a hand that equals nine (9) or as close to nine (9) as possible. The game is one-to-one, meaning that the player plays against the player-dealer, where each competes to make the best possible hand. The hand with a value closer to nine (9) wins. The difference between Super 9 and Pan 9 is that in Super 9 the player-dealer wins all ties on 0 or 1; whereas, in Pan 9 all ties, including ties on 0 or 1, are a push.

How To Play Super 9

1. All players, including the player-dealer, place their wagers before the cards are dealt. This is the only chance to place a bet.
2. The player-dealer will then be offered the dice cup, which contains three dice, to shake. The Casino dealer opens the dice cup, and the number of dots facing up on the dice determines the seated player who will receive the first set of cards and the action button. The player-dealer always receives cards first when the dice totals 9 and 17, regardless of how many players are seated, and the player to the immediate left of the player-dealer receives the action button.
3. The Casino dealer deals three (3) downcards to each player, including the player-dealer. Cards between two (2) and six (6) have face value. Picture cards have a value of zero (0). Aces have a value of one (1). The player adds up the total of his or her hand; the value of the hand is the value of the last digit of the total. For example, if a player receives 6, 4 and 3 in the first three cards, the value of the hand is three.
4. Each player in turn (starting to the immediate left of the player-dealer), can either play the hand as is, i.e., stand, or draw one additional card, i.e.,

draw. Players must place their initial 3-card hand face-down in either the 'Card' or 'No-card' position to indicate their decision. Once the cards are tabled, players may not touch the cards. In the 'Card' position, the player will receive one additional downcard only. A player has the option of drawing on hand totals of 5 or 6 and must stand on hand totals of 7 or above. A player must draw on hand totals of 4 or less.

5. When all hands are set, the player-dealer's hand is exposed. The player-dealer must stand on hand totals of 7 or above. The player-dealer has the option of drawing on hand totals of 5 or 6. If the player-dealer's hand totals 4 or less, the player-dealer must draw.
6. Then, each player's cards are revealed starting from the Action button and compared in turn to the player-dealer's hand. In order to win, a player's hand must have a higher total than the player-dealer. In the event that the player-dealer's hand and the player's hand have the same total (i.e., tie), it is called a push and no money is exchanged, with one EXCEPTION: the player-dealer wins all ties on 0 or 1.

Rules for Super 9

1. The player-dealer takes care of the winnings and losses. If the player-dealer runs out of money before he or she reaches your bet, all bets not acted upon will not win or lose.
2. A player may not display his or her hand or discuss his or her hand with any other player after the cards have been dealt, until all bets have been paid or collected.
3. A player may play or set only one hand, regardless of the number of hands on which he or she may have wagered.
4. A set of three dice is used to randomly determine which player will receive his or her cards first from the Casino dealer. The dice are inserted into a brass cup, the player-dealer shakes the cup, and the number of dice points revealed when the cup is opened are added up. The point total of the

dice determines the player who is to receive his or her hand first and the position of the action button, except when the player-dealer position is indicated. In those cases, the first player to the left of the player-dealer receives the action button.

5. The player-dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player-dealer for more than two consecutive hands. The player-dealer button rotates clockwise around the table. No one may assume the player-dealer position unless he or she has made a non-bank bet in the last round. New players can assume the player-dealer position only if all other seated players refuse the player-dealer position in the round.
6. Once the player-dealer's hand is open, no one may act on his or her hand. If the player-dealer's hand is inadvertently exposed prior to the completion of the draw, the remaining hands will be played the "logical way."
7. When a player requests assistance on the play of a hand, the Casino dealer will arrange the hand according to "logical way":
 - a. Draw on 5 or less; and
 - b. Stand on 6 or more.
8. After the player-dealer's hand has been opened and set, all of the "logical way" hands will be opened and checked. The Casino will reset any hand that has been played incorrectly by a Casino dealer.
9. After the Casino dealer announces, "all hands set," players may not touch or alter their wagers. Players who add or subtract to their wagers after the "all set" declaration will forfeit their wager to the extent that money covers.
10. In the event that a player repositions his or her hand from one box to the other after the draw has begun; the hand will be played the "logical way." The exceptions are hands that are 5 or 6; these hands will play as they are.

11. If the player-dealer has not drawn a card, the Casino dealer must determine that the player-dealer has made a commitment to stand, announce the total, and proceed to settle the wagers.
12. All players are responsible for protecting their own hands. If the player controlling the hand in play inadvertently fouls the hand, the player's hand cannot win and may only push or lose to the extent that money covers. Backline wagers placed on the fouled hand receive "no action" on their wagers. Note: this will happen ONLY when the fouled hand had a chance of winning or pushing.
13. If a player has an incorrect number of cards, his or her hand maybe fouled. It is his or her responsibility to notify the Casino dealer of a problem before the draw commences.
14. Statements regarding the value of a hand are not binding. The cards read as their value states.
15. A player-dealer partnership may consist of no more than four active players at the same time.
16. A player's hand must remain in view of the Casino dealer at all times, and all cards are to remain over the table at all times.
17. A misdeal will be declared if:
 - a. It is determined before the deal is complete that cards have been dealt to the wrong position.
 - b. The player-dealer has the wrong number of cards.
 - c. The shoe runs out of cards during the deal.
 - d. Two or more boxed cards come out of the shoe during the same hand.
18. A misdeal will not be declared after the draw has commenced, except when the player-dealer's hand does not have three cards.

19. If the shoe runs out of cards during the draw, a portion of the discards will be shuffled and used to finish the draw.
20. All exposed cards on the deal play. On the draw, an exposed card will be replaced after the player-dealer has acted on his or her hand, and before the players' hands are read. An exposed card is defined as one that lands face up on the table.
21. A boxed card in the shoe is a non-existent card and is immediately replaced by the next card in the shoe. A boxed card out of the shoe never plays.
22. If the Casino dealer deals a card off the table, the card plays.
23. If a player misses his or her opportunity to draw, the Casino dealer will back up the draw cards in order for him or her to receive the proper draw card.
24. If a card has been removed from the shoe because of Casino dealer error, the card will be placed directly under the shoe and will be the next card in play.

SUPER 9 COLLECTION RATES

Limit	Player-Dealer Collection Rate (Per Hand)	Player Collection Rate (Per Bet)
\$10 to \$100	2.00	1.00
\$25 to \$100	2.00	1.00
\$50 to \$100	2.00	1.00
\$25 to \$200	3.00	2.00
\$25 to \$300	4.00	2.00
\$50 to \$300	4.00	2.00
\$100 to \$300	5.00	3.00
\$100 to \$500	5.00	3.00
\$200 to \$500	5.00	3.00
\$300 to \$500	6.00	3.00
\$300 to \$1,000	8.00	5.00
\$500 to \$1,000	10.00	5.00
\$500 to \$2,000	10.00	5.00
\$1,000 to \$5,000	20.00	10.00

IF THE MINIMUM LIMIT CHANGES AND THE MAXIMUM STAYS THE SAME,
THE COLLECTION WILL STAY THE SAME AS THE MAXIMUM LIMIT COLLECTION RATE.

PAI GOW TILES

Hawaiian Gardens Casino began playing "Pai Gow Tiles" on December 16, 2000.

The game of Pai Gow Tiles originated in Ancient China. The game's playing pieces are dominoes, commonly known as tiles. Thirty-two (32) tiles are used in a game of Pai Gow Tiles. The object of Pai Gow Tiles is to make two hands that outrank the two hands of the player-dealer.

How To Play Pai Gow Tiles

1. After the wagers are placed, the player-dealer shakes the dice cup, which contains three (3) dice. The Casino dealer opens the dice cup, and the number of dots facing up on the dice determines the seated player who will receive the first set of tiles and the action button. The player-dealer is located at seat one (1), and the table positions proceed counterclockwise from the player-dealer. The player-dealer receives tiles first when the dice points total 9 or 17, and the player to the right of the player-dealer receives the action button.
2. The tiles are mixed or shuffled by the Casino dealer. The Casino dealer then places the tiles in eight (8) stacks of four (4) tiles each. All players (up to eight total) are dealt one stack (i.e., four tiles) face down.
3. The players will rank their tiles and set the two combinations (two tiles per combination) side by side face down in front of their bets. The value of each tile does not follow a particular numerical or color sequence, but is determined according to a Chinese symbolic system. Every tile has a corresponding 'twin', eleven of which are "identical twins." The other five pairs do not look alike, but have the same number of dots and the same ranking value.

The ranking combinations are as follows:

Bo, Wong, Gong and Kong rankings:

Rank	Combination
1	Chinese "Jee Joon" Tile 3 (red 1, white 2) and Tile 6 (white 2, red 4)
2	Identical pair of Twelve ("Double Heaven")
3	Identical pair of Twos ("Double Earth")
4	Identical pair of red Eights ("Double People")
5	Identical pair of Fours (red 1, white 3)
6	Identical pair of white Tens
7	Identical pair of Tall Sevens
8	Identical pair of white Fours
9	Identical pair of Elevens
10	Identical pair of Tens (red 4, white 6)
11	Identical pair of Sevens (red 1, white 6)
12	Identical pair of Sixes (red 1, white 5)
13	Pair of Nines (red 4, white 5 and white 3, white 6)
14	Pair of Eights (white 2, white 6 and white 3, white 5)
15	Pair of Sevens (white 2, white 5 and white 3, red 4)
16	Pair of Fives (red 1, red 4 and white 2, white 3)
17	Twelve ("Heaven") and any 9 (red 4, white 5 or white 3, white 6)
18	Two ("Earth") and any 9 (red 4, white 5 or white 3, white 6)
19	Twelve ("Heaven") and any 8 (pair of red 4s OR white 2, white 6 OR white 3, white 5)
20	Two ("Earth") and any 8 (pair of red 4s OR white 2, white 6 OR white 3, white 5)
21	Twelve ("Heaven") and any 7 (red 1, white 6 OR white 3, red 4 OR white 2, white 5)
22	Two ("Earth") and any 7 (red 1, white 6 OR white 3, red 4 OR white 2, white 5)

Single rankings:

Rank	Combination
1	Twelve ("Heaven")
2	Two ("Earth")
3	Red Eight ("People")
4	Four (red 1, white 3)
5	Ten (pair of white 5s)
6	Six ("String Bean Six")
7	Four (pair of white 2s)
8	Eleven

9	Ten (red 4, white 6)
10	Seven (red 1, white 6)
11	Six (red 1, white 5)
12	Nine (red 4, white 5 OR white 3, white 5)
13	Eight (white 2, white 6 OR white 3, white 5)
14	Seven (white 2, white 5 OR white 3, red 4)
15	Five (red 1, red 4 OR white 2, white 3)
16	Tile 3 (red 1, white 2) OR Tile 6 (white 2, red 4)

NOTE: Tile 3 (red 1, white 2) and Tile 6 (white 2, red 4) are Wild, meaning that the tiles can be used as a 3 or a 6.

- After all the players have set their hands, the player-dealer hand is opened and set. Each player in turn, starting with the action button, will reveal their hands and compare them to the player-dealer's hands.
- The player wins if both of his or hands are ranked higher than the hands of the player-dealer. The player-dealers wins where both of the player's hands are ranked lower than the player-dealer's hands and where the player-dealer's hands and the player's hands have the same ranking combinations (i.e., tie). The winning bets are paid to the extent that money covers.

Rules of Pai Gow Tiles

- All tiles must be kept on the table. A player may not show his tiles to, or discuss them with, any other player at any time while the game is in play.
- A set of three dice is used to randomly determine which player will receive his or her tiles first from the Casino dealer. The dice are inserted into a brass cup, the player-dealer shakes the cup, and the number of dice points revealed when the cup is opened are added up. The point total of the dice determines the player who is to receive his or her hand first and the position of the action button, except when the player-dealer position is indicated. In those cases, the first player to the right of the player-dealer receives the action button.

3. All bets must be placed before the dice cup is opened.
4. The Casino dealer deals four tiles face down to every seat, regardless of whether a bet has been made at each spot. The Casino dealer retrieves tiles dealt to empty seats, placing them face down in an area in front of the dealer tray.
5. Players set their tiles into two hands, creating the best hands possible. Both hands are placed face down in front of players' bets. Players may, if they wish, leave all four tiles in one stack, in which case, the Casino dealer or CSR will set them in the "logical way." The Casino cannot be held responsible for the logical way outcome.
6. The player-dealer button must cover the player-dealer's tiles until all of the opposing players have set their hands. Once the opposing players have set their hands, the player-dealer may set his or her hand. If the player-dealer's hand is opened before all hands are set, the Casino dealer will call the supervisor or a CSR immediately who will set the player's hand in the "logical way."
7. Once the player-dealer's hand is set, the Casino dealer will turn over each player's hand to compare against the player-dealer, beginning with the player who has the action button, and proceeding counterclockwise. The Casino dealer declares whether each hand is a winning, losing or "pushed" hand.
8. If a player wins, the Casino dealer leaves the tiles two by two in the shape of the letter "T," in front of the player's spot.
9. If a player loses, the Casino dealer brings the losing bet forward in front of the betting circle (stacking two stacks on top of the other two tiles).
10. If a player pushes, the Casino dealer leaves the money alone, but brings the tiles toward the Casino dealer's tray.

11. The player-dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player-dealer for more than two consecutive hands. The player-dealer button rotates clockwise around the table. No one may assume the player-dealer position unless he or she has made a non-bank bet in the last round. New players can assume the player-dealer position only if all other seated players refuse the player-dealer position in the round.
12. A player may play or set only one hand, regardless of the number of hands on which he or she has wagered. A player can be the "active" player on only one circle (spot) and on only one hand, regardless of the number of hands on which he or she has wagered.

PAI GOW TILES COLLECTION RATES

Limit	Player-Dealer Collection Rate (Per Hand)	Player Collection Rate (Per Bet)
\$10 to \$100	3.00	1.00
\$25 to \$100	3.00	1.00
\$25 to \$200	4.00	2.00
\$50 to \$300	5.00	2.00
\$100 to \$500	6.00	3.00
\$300 to \$500	11.00	3.00
\$300 to \$1,000	11.00	5.00
\$500 to \$2,000	11.00	10.00
\$1,000 to \$5,000	21.00	10.00

IF THE MINIMUM LIMIT CHANGES AND THE MAXIMUM STAYS THE SAME,
THE COLLECTION WILL STAY THE SAME AS THE MAXIMUM LIMIT COLLECTION RATE.

HAWAIIAN BLACKJACK

Hawaiian Gardens Casino began playing "Hawaiian Blackjack" on December 16, 2000.

Hawaiian Blackjack is a game in which the players' goal is to draw cards that, when their values are added together, total the number twenty-two (22).

The rankings are as follows:

Rank	Combination of Cards	Ratio
1 st	Two (2) Aces (Ace-Ace) of any suit. This is known as a "Natural 22."	1.5:1
2 nd	Blackjack, which consists of a Joker with a face card OR a ten (10).	Even money
3 rd	Any combination of cards that total 22.	Even money
4 th	Any combination of cards that total 21.	Even money
5 th	Any combination of cards that total 20.	Even money
6 th	Any combination of cards that total 19.	Even money
7 th	Any combination of cards that total 18.	Even money
8 th	Any combination of cards that total 17.	Even money
9 th	Any combination of cards that total 16.	Even money
10 th	Any combination of cards that total 15.	Even money
11 th	Any combination of cards that total 14.	Even money
12 th	Any combination of cards that total 13.	Even money

A minimum of four (4) card decks is to be used per table, each containing 56 cards per deck (i.e., a standard 52-card deck with four (4) Jokers added per deck). There are 8 decks per dealing shoe and 4 decks per automated shuffle machine. A table may utilize either a dealing shoe or an automated shuffle machine.

How to Play Hawaiian Blackjack

1. After all bets are placed, cards are dealt starting with the first seat to the left of the player-dealer, and continuing clockwise around the table. The first card is placed face up to all players, including the player-dealer. The second card is placed face up to all players, except the player-dealer who receives the second card face down.
2. In all Blackjack games, first action is given to the seat that corresponds to the value of the face down card of the player-dealer. Seat one is to the left of the player-dealer, and the seats are numbered consecutively clockwise around the table. If the card has a value of 1 through 7, then the first action will be given to that corresponding seat. If the card has a value of 8 or higher, then a new rotation is started as follows: card 8 = seat 1, card 9 = seat 2, card 10 = seat 3, card Jack = seat 4, card Queen = seat 5, card King = seat 6, card Joker = seat 7.
3. If a player has a 1st ranked hand (see ranking chart above), the player's hand wins at a ration of 1.5:1 to the extent that money covers the action. For example, if a player bets \$2.00 and wins with an Ace-Ace of hearts, then the player is paid \$3.00 as long as the bank has enough money to cover that amount. If the bank doesn't have enough to cover the payout, then the player will be paid as much as the bank has up to the amount to which he or she is entitled.
4. SPLITTING HANDS: A player may ask to split any pair and may ask for more than one hit card for each new hand, with the following EXCEPTION: a player will only receive one hit card when he or she is splitting a pair of Jokers. A player may split his or her cards into and up to four (4) different hands in one round, and may double down or surrender after the split.
5. DOUBLING DOWN: Players may double down on any two-card hand at any time, with the following EXCEPTION: no player, including the player-dealer, may double down on a 1st or 2nd ranked hand. After doubling down, a player may only request one (1) hit card.

6. SURRENDERING: A player may surrender fifty percent (50%) of his or her wager on any two-card hand. The collection rate will not be refunded. A player may not surrender if he or she has already received a hit card.
7. BOTH HANDS TOTAL 22: If both the player's and the player-dealer's hands total twenty-two (22), the higher-ranked hand wins (see ranking chart above). Should both hands be of identical rank, it is a push.
8. PLAYER'S HAND TOTALS MORE THAN 22: If both the player's and the player-dealer's hands total more than twenty-two (22), the hand that is closer to 22 wins. All ties push.
9. BOTH HANDS TOTAL LESS THAN 22: When both the player's hand and the player-dealer's hand total less than twenty-two (22), the hand closest to twenty-two (22) wins (see ranking chart above). All ties push, with one EXCEPTION: if both hands total 18, then the player loses to the player-dealer.

PLAYER-DEALER'S OPTIONS:

1. After the first two (2) cards have been dealt (one upcard and one downcard), if the upcard is an Ace, Joker, face card or ten (10), the player-dealer must check the downcard to see if he or she has a 1st or 2nd ranked hand (see ranking chart above). If the player-dealer's hand ranks 1st or 2nd, then he or she must immediately turn the downcard over and place both cards above the betting line.
2. The player-dealer must stand on a hard eighteen (18) or higher. [Note: Hard eighteen is a 10 and 8; soft eighteen is an ace and 7.]
3. The player-dealer must hit on a soft (18) or lower.
4. The player-dealer may never surrender.

PLAYER'S OPTIONS:

After the first two cards are dealt, a player has the following options:

1. Split Joker-Joker and receive only one upcard for each hand
2. Split any pair other than Joker-Joker (see above) and may receive more than one hit card per hand. A player may split his or her cards into and up to four (4) different hands in one round and may double down or surrender after the split. No collection rate will be collected on the split hand.
3. Double down on any two-card hand and will receive only one hit card.
4. Surrender 50% of the wager on any two-card hand.
5. Option to request a hit card on any hand that totals 21 or less. A player cannot receive a hit card on hands that total twenty-two (22).
6. A player may not surrender or double down if he or she has received a hit card.

Rules of Hawaiian Blackjack

1. The player-dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player-dealer for more than two consecutive hands. The player-dealer button rotates clockwise around the table. No one may assume the player-dealer position unless he or she has made a non-bank bet in the last round. New players can assume the player-dealer position only if all other seated players refuse the player-dealer position in the round.
2. Seated players may refuse backline betting on his or her hand.
3. If a seated player accepts a backline bet (s) on his or her own hand, the player with the most money bet on the hand makes the final decision on the play of the hand.

4. The collection rate is collected from each player before any cards are dealt.
5. All cash must be changed to chips.
6. A "NO ACTION" minimum bet may be placed by the player-dealer on an empty seat but the two cards will be dealt face down only.
7. All cards must stay on the table, including the check of the player-dealer's hand.
8. Players may not touch their cards at any time with the exception of the player-dealer who must look at the downcard to check for a possible 1st or 2nd ranked hand (see ranking chart above).
9. Only three (3) parties may bet "kum-kum" on a player-dealer's hand.
10. The cards in each deck have the following values:
 - a. Jokers 2 or 12 (Joker is NOT wild)
 - b. Aces 1 or 11
 - c. Face Cards 10
(Jack, Queen and King)
 - d. All others Face value.
11. A player must either say "hit," or "card," or scratch the table to indicate to the Casino dealer that he or she would like a hit card. A player must wave with an open hand to indicate to the Casino dealer that he or she would like to stand.
12. If the Casino dealer exposes the player-dealer's downcard, it is a dead card; unless the player-dealer's hand is a 1st or 2nd ranked hand after the first two cards have been dealt, then the card plays. Three cards will be burned and replaced with the next card off the deck. If there is a dead

card, the Casino dealer will burn the next three cards and replace the dead card with the fourth card off of the deck.

13. If a player asks for a hit and is given one out of turn, the card plays. The Casino dealer will finish hitting that hand and then go to the hand that should have been played and continue in turn, skipping the hand that was played out of turn.
14. If a card is pulled out of a dealing shoe prematurely, the card will be placed under the dealing shoe and play continues as long as the card is not exposed. If the card is exposed, the card is dead, and the Casino dealer will burn three cards before play continues.
15. If two cards come out at the same time, and both cards are not exposed, play continues. If either card is exposed, it is a dead card. Three cards will be burned and play continues.
16. If a Casino dealer deals the card(s) out of order, , the cards will be rotated around so that the cards are dealt to the proper positions. Exception: when the first player receives the second card, then all cards stay where they have been dealt.
17. If the Casino dealer skips a player when he or she is dealing the cards, the skipped player is out of that hand. The skipped player will be given a courtesy collection button to use of his or her next hand.
18. If the Casino dealer deals a card to a no bet position, the hand dealt to the no bet position is dead and will be picked up by the Casino dealer.
19. If the Casino dealer miscalls a player's hand causing the player to stand on a hand that would otherwise receive a hit, the Casino dealer will finish hitting the player currently acting, then the player with the miscalled hand will be entitled to the next card off the deck. **(Note:** Once the player-dealer's downcard is exposed, in turn, the miscalled hand receives no

action, and the money bet by the player with the miscalled hand is deducted from the player-dealer's bank.)

HAWAIIAN BLACKJACK COLLECTION RATES

Limit	Player-Dealer Collection Rate (Per Hand)	Player Collection Rate (Per Bet)
\$5 to \$25	2.00	0.50
\$5 to \$50	2.00	0.50
\$10 to \$100	3.00	1.00
\$25 to \$100	3.00	1.00
\$25 to \$200	4.00	2.00
\$25 to \$300	5.00	2.00
\$50 to \$300	5.00	2.00
\$100 to \$500	6.00	3.00
\$200 to \$500	6.00	3.00
\$300 to \$1,000	11.00	5.00
\$500 to \$1,000	11.00	5.00

IF THE MINIMUM LIMIT CHANGES AND THE MAXIMUM STAYS THE SAME,
THE COLLECTION WILL STAY THE SAME AS THE MAXIMUM LIMIT COLLECTION RATE.

CARIBBEAN STUD POKER

Caribbean Stud Poker is a game in which the players' goal is to make the highest possible poker hand and earn a chance to receive table odds of 10:1 on his or her CALL BET.

The rankings of the hands are as follows:

Rank (Highest to Lowest)	Combination of Cards
1 st	Royal Flush
2 nd	Straight Flush
3 rd	Four-of-a-Kind
4 th	Flush
5 th	Full House
6 th	Straight
7 th	Three-of-a-Kind
8 th	Two Pair
9 th	One Pair
10 th	High Card

Caribbean Stud Poker is played with a standard 52-card deck. A table may utilize either a shoe or an automated shuffle machine. There are eight (8) decks per dealing shoe and four (4) decks per automated shuffle machine.

How to Play Caribbean Stud Poker

1. All players must place an ANTE in accordance with the table limits prior to receiving his or her cards.
2. The Casino dealer will deal the cards clockwise, starting with the first player located to the left of the player-dealer position. Each player will receive five (5) downcards, including the player-dealer. After all cards are dealt, the Casino dealer will turn the player-dealer's top card face up.
3. The players then examine their cards and decide whether to fold or call. If the player decides to fold, the player surrenders his or her cards and forfeits his or her entire ANTE. If the player decides to call, the player must place

an additional BET that is exactly equal to two times the ANTE (known as the CALL BET) and place his or her cards face down in front of him or her.

4. After all players make their decision to fold or call, the Casino dealer will expose the player-dealer's remaining face down cards one by one. The player-dealer's last downcard will determine the position to receive first action. The value of the card corresponds to a table position as follows:

Value of Card	Table Position
Ace or 8	Position #2
2 or 9	Position #3
3 or 10	Position #4
4 or Jack	Position #5
5 or Queen	Position #6
6 or King	Position #7
7	Position #8

Position #2 is always the first position located to the left of the player-dealer, and the remaining positions are located clockwise around the table. For example, if the player-dealer's last downcard is a Jack, position #5 to the left of the player-dealer will receive action first for that hand.

5. The player-dealer's hand must "qualify" (i.e., must have at least an Ace and a King) to play. If the player-dealer's hand does not qualify, the hand is over, and players who called (i.e., placed a CALL BET) will be paid even money on his or her ANTE and the CALL BET is returned (i.e., the CALL BET is a push and receives no action.)
6. If the player-dealer's hand qualifies, then each player's hand is compared to the player-dealer's hand, starting with the player who was determined to receive action first.
7. If the player-dealer's hand ranks higher than the player's hand (see the ranking chart above), then the player loses both his or her ANTE and CALL BET.

8. If the player's hand ranks higher than the player-dealer's hand (see the ranking chart above), then the player is paid even money on his or her ANTE and a bonus on his or her CALL BET according to the following BONUS PAYOUT SCHEDULE:

Winning Hand Value	Table Odds on CALL BET
Royal Flush	10:1
Straight Flush	9:1
Four-of-a-Kind	8:1
Full House	7:1
Flush	6:1
Straight	5:1
Three-of-a-Kind	3:1
Any Two Pair	2:1
Pair of Aces or less	Even money

9. If the player-dealer's and player's poker hands tie, then the remaining cards will be added in, and the highest hand wins. If all of the player-dealer's and player's cards are identical, then the hand is a push.

Rules of Caribbean Stud Poker

1. The player-dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player-dealer for more than two consecutive hands. The player-dealer button rotates clockwise around the table. No one may assume the player-dealer position unless he or she has made a non-bank bet in the last round. New players can assume the player-dealer position only if all other seated players refuse the player-dealer position in the round. At the start of a new game, the player-dealer position will be offered to each player, starting with position #1.
2. A maximum of two (2) backline bets is allowed per player position. A seated player may refuse backline betting on his or her hand.

3. If a seated player accepts a backline bet(s) on his or her own hand, the player with the most money bet on the hand makes the final decision on the play of the hand, unless an alternate agreement was made ahead of time.
4. The collection rate is collected from each player before any cards are dealt.
5. All cash must be changed to chips.
6. A "NO ACTION" minimum bet may be placed by the player-dealer on an empty seat, but the five cards will be dealt face down only.
7. Only three (3) parties may bet "kum-kum" on a player-dealer's hand.
8. If the Casino dealer exposes any of the player-dealer's downcards on the deal, the exposed card(s) are dead. If there is a dead card, the Casino dealer will burn the next three cards and replace the dead card with the fourth card off of the deck.
9. If the player-dealer exposes his or her own downcards, the exposed card plays.
10. If a card is pulled out of a dealing shoe prematurely, the card will be placed under the dealing shoe and play continues as long as the card is not exposed. If the card is exposed, the card is dead, and the Casino dealer will burn three cards before play continues.
11. If two cards come out at the same time, and both cards are not exposed, play continues. If either card is exposed, it is a dead card. Three cards will be burned and play continues.
12. If the Casino dealer deals the card(s) out of order, the cards will be rotated around the table so that the cards are dealt to the proper positions.
Exception: when the first player receives the second card, then all cards stay where they have been dealt.

13. If the Casino dealer skips a player when he or she is dealing the cards, the skipped player is out of that hand. The skipped player will be given a courtesy collection button to use on his or her next hand.
14. If the Casino dealer deals a card to a no bet position, the Casino dealer will continue dealing a five-card hand to the no bet position, but the hand will be dead and will be picked up by the Casino dealer.
15. No capping or pinching of a bet is allowed.
16. A player must pay his or her own collection fee.
17. Only Third Party Proposition Players that are prescribed by law are permitted to play and hold the player-dealer position.
18. The odds payoffs will only be modified to increase the game's return to the players.
19. Wagers are collected or paid, to the extent that money covers, in the following order:
 - a. Front bet (ANTE)
 - b. Back bet (CALL BET).

CARIBBEAN STUD POKER COLLECTION RATES

Limit	Player-Dealer Collection Rate (Per Hand)	Player Collection Rate (Per Bet)
\$5 to \$50	\$1.00	\$0.50
\$10 to \$100	\$2.00	\$1.00
\$50 to \$300	\$3.00	\$2.00

IF THE MINIMUM LIMIT CHANGES AND THE MAXIMUM STAYS THE SAME,
THE COLLECTION WILL STAY THE SAME AS THE MAXIMUM LIMIT COLLECTION RATE.

BLACKJACK POKER

Blackjack Poker is a game in which the players' goal is to get two Aces of the same suit and win 2 to 1 on their wager.

The rankings of the hands are as follows:

Rank	Combination of Cards	Ratio
1 st	Two (2) Aces (Ace-Ace) of spades,	2:1
2 nd	Two (2) Aces (Ace-Ace) of hearts.	2:1
3 rd	Two (2) Aces (Ace-Ace) of diamonds.	2:1
4 th	Two (2) Aces (Ace-Ace) of clubs.	2:1
5 th	Blackjack, which consists of any Ace with any face card or a ten (10).	1.3:1
6 th	Any combination of cards that total 21.	Even money
7 th	Any combination of cards that total 20.	Even money
8 th	Any combination of cards that total 19.	Even money
9 th	Any combination of cards that total 18.	Even money
10 th	Any combination of cards that total 17.	Even money
11 th	Any combination of cards that total 16.	Even money
12 th	Any combination of cards that total 15.	Even money
13 th	Any combination of cards that total 14.	Even money
14 th	Any combination of cards that total 13.	Even money
15 th	Any combination of cards that total 12.	Even money

A minimum of two (2) card decks is to be used per table, each containing 52 cards per deck. There are 8 decks per dealing shoe and 4 decks per automated shuffle machine. A table may utilize either a shoe or an automated shuffle machine.

How to Play Blackjack Poker

1. After all bets are placed, cards are dealt starting with the first seat to the left of the player-dealer, and continuing clockwise around the table. The first card is placed face up to all players, including the player-dealer. The second card is placed face up to all players, except the player-dealer who receives the second card face down.
2. In all Blackjack games, first action is given to the seat that corresponds to the value of the face down card of the player-dealer. Seat one is to the left of the player-dealer, and the seats are numbered consecutively clockwise around the table. If the card has a value of 1 through 7, then the first action will be given to that corresponding seat. If the card has a value of 8 or higher, then a new rotation is started as follows: card 8 = seat 1, card 9 = seat 2, card 10 = seat 3, card Jack = seat 4, card Queen = seat 5, card King = seat 6.
3. If a player has a 1st through 4th ranked hand (see ranking chart above), the player's hand wins at a ratio of 2:1 to the extent that money covers the action. For example, if a player bets \$2.00 and wins with an Ace-Ace of spades, then the player is paid \$4.00 as long as the bank has enough money to cover that amount.

If a player has a 5th ranked hand (see ranking chart above), the player's hand wins at a ratio of 1.3:1 to the extent that money covers the action. For example, if a player bets \$10.00 and wins with an Ace of spades and a ten (10) of hearts, then the player is paid \$13.00 as long as the bank has enough money to cover that amount.

If the bank doesn't have enough to cover the payout, then the player will be paid as much as the bank has up to the amount to which he or she is entitled.

4. **SPLITTING HANDS**: Any player, excluding the player-dealer, may ask to split any pair and may ask for more than one hit card for each new hand, with

the following EXCEPTION: the player will not be allowed to split a 1st through 4th ranked hand (see ranking chart above). Any player, excluding the player-dealer, may split his or her cards into an unlimited number of hands in one round, and may double down or surrender after the split. If a player receives a pair of non-suited Aces, the player may split the Aces and receive one hit card per Ace. If the hit card on the split is the same suit Ace, the player's hand stands and will pay even money.

5. DOUBLING DOWN: Any player, excluding the player-dealer, may double down on any hand at any time, with the following EXCEPTION: the player will not be allowed to double down on a 1st through 5th ranked hand (see the ranking chart above). After doubling down, the player may only request one (1) hit card.
6. SURRENDERING: A player may surrender fifty percent (50%) of his or her wager on any hand, regardless of whether they have received a hit card or not. The collection rate will not be refunded.
7. BOTH HANDS ARE 1ST THROUGH 4TH RANKED HANDS: If both the player and the player-dealer have 1st through 4th ranked hands (see the ranking chart above), the highest ranked hand wins. If the player and the player-dealer have the same suit 1st through 4th ranked hand, the player's hand is a push.
8. PLAYER'S HAND TOTALS 21 OR HIGHER: If both the player's hand and the player-dealer's hand total twenty-one (21), the player will push with the player-dealer, with one EXCEPTION: if the player's hand is a 1st through 5th ranked hand and the player-dealer's hand is the same 1st through 5th ranked hand (see ranking chart above), the player and the player-dealer will push. If the player's hand totals twenty-two (22) or higher, the player automatically loses the hand, regardless of the total of the player-dealer's hand.
9. BOTH HANDS TOTAL LESS THAN 22: When both the player's hand and the player-dealer's hand total less than twenty-two (22), the hand closest to twenty-one (21) wins (see the ranking chart above). All ties push.

PLAYER-DEALER'S OPTIONS:

1. After the first two (2) cards have been dealt (one upcard and one downcard), if the upcard is an Ace, face card or ten (10), the player-dealer must check the downcard to see if he or she has a 1st through 5th ranked hand (see ranking chart above). If the player-dealer's hand ranks 1st, 2nd, 3rd, 4th or 5th, then he or she must immediately turn the downcard over and place the downcard above the betting line.
2. The player-dealer must hit when his or her cards total a soft seventeen (17) or lower.
3. The player-dealer must stand on a soft eighteen (18) or hard seventeen (17) or higher. [Note: Hard eighteen (18) is a 10 and a 8; soft eighteen (18) is an Ace and a 7.]
4. The player-dealer may never surrender.
5. The player-dealer may never split or double down his or her hand.

PLAYER'S OPTIONS:

After the first two cards are dealt, a player has the following options:

1. If the player-dealer's upcard shows an Ace, a player may call "even money" if the player's hand is a 1st through 5th ranked hand before the player-dealer looks at his or her downcard. The Casino dealer will announce this option to the player at the appropriate time.
2. A player has the option to request a hit card on any hand that totals twenty (20) or less. A player cannot receive a hit card on hands that total twenty-one (21) or higher.
3. If the player receives a pair, he or she may split the pair and may receive more than one hit card per hand, with one EXCEPTION where the player receives a pair of suited Aces. A player may split his or her cards into an

unlimited number of hands in one round and may double down or surrender after the split. No collection will be taken on the split hand.

4. If the player receives a pair of non-suited Aces, he or she may split the Aces and receive one hit card per Ace. If the hit card on the split is the same suit Ace, the player's hand stands and will pay even money.
5. On a split hand, a player may bet less than his or her original wager, but the player must bet at least 50% of the original wager on the split hand(s). The player cannot bet more than his or her original wager on the split hand.
6. A player may double down on any hand and will receive only one hit card. On a double down hand, a player may bet less than his or her original wager, but the player must bet at least the minimum table limit on the double down hand. The player cannot bet more than his or her original wager on the double down hand.
7. A player may surrender fifty percent (50%) of the wager on any hand.

Rules of Blackjack Poker

1. The player-dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player-dealer for more than two consecutive hands. The player-dealer button rotates clockwise around the table. No one may assume the player-dealer position unless he or she has made a non-bank bet in the last round. New players can assume the player-dealer position only if all other seated players refuse the player-dealer position in the round.
2. A seated player may refuse backline betting on his or her hand.
3. If a seated player accepts a backline bet(s) on his or her own hand, the player with the most money bet on the hand makes the final decision on the play of the hand, unless an alternate agreement was made ahead of time.
4. The collection rate is collected from each player before any cards are dealt.
5. All cash must be changed to chips.
6. A "NO ACTION" minimum bet may be placed by the player-dealer on an empty seat but the two cards will be dealt face down only.
7. All cards must stay on the table, including the check of the player-dealer's hand.
8. Players may not touch their cards at any time with the exception of the player-dealer who must look at the downcard to check for a possible 1st through 5th ranked hand (see ranking chart above).
9. Only three (3) parties may bet "kum-kum" on a player-dealer's hand.
10. The cards in each deck have the following values:

- | | |
|---|---------|
| a. Aces | 1 or 11 |
| b. Face cards
(Jack, Queen and King) | 10 |

11. A player must either say "hit," or "card," or scratch from the outside to the inside of the table to indicate to the Casino dealer that he or she would like a hit card. A player must wave with an open hand from the left to the right to indicate to the Casino dealer that he or she would like to stand.
12. If the Casino dealer exposes the player-dealer's downcard, it is a dead card; unless the player-dealer's hand is a 1st through 5th ranked hand after the first two cards have been dealt, then the card plays. Three cards will be burned and replaced with the next card off the deck. If there is a dead card, the Casino dealer will burn the next three cards and replace the dead card with the fourth card off of the deck.
13. If the player-dealer exposes his or her own downcard, the card plays.
14. If a player asks for a hit and is given one out of turn, the card plays. The Casino dealer will finish hitting that hand, and then go to the hand that should have been played and continue in turn, skipping the hand that was played out of turn.
15. If a card is pulled out of a dealing shoe prematurely, the card will be placed under the dealing shoe and play continues as long as the card is not exposed. If the card is exposed, the card is dead, and the Casino dealer will burn three cards before play continues.
16. If two cards come out at the same time, and both cards are not exposed, play continues. If either card is exposed, it is a dead card. Three cards will be burned and play continues.
17. If the Casino dealer deals the card(s) out of order, the cards will be rotated around the table so that the cards are dealt to the proper positions.
Exception: when the first player receives the second card, then all cards stay where they have been dealt.

18. If the Casino dealer skips a player when he or she is dealing the cards, the skipped player is out of that hand. The skipped player will be given a courtesy collection button to use on his or her next hand.
19. If the Casino dealer deals a card to a no bet position, the hand dealt to the no bet position is dead and will be picked up by the Casino dealer.
20. If the Casino dealer miscalls a player's hand causing the player to stand on a hand that would otherwise receive a hit, the Casino dealer will finish hitting the player currently acting, then the player with the miscalled hand will be entitled to the next card off the deck. (**Note:** Once the player-dealer's downcard is exposed, in turn, the miscalled hand receives no action, and the money bet by the player with the miscalled hand is deducted from the player-dealer's bank.)
21. No capping or pinching of a bet is allowed.
22. A player must pay his or her own collection fee.

BLACKJACK POKER COLLECTION RATES

Limit	Player-Dealer Collection Rate (Per Hand)	Player Collection Rate (Per Bet)
\$2 to \$10	\$0.50	\$0.25
\$5 to \$25	\$1.00	\$0.50
\$5 to \$50	\$1.00	\$0.50
\$10 to \$100	\$2.00	\$1.00
\$25 to \$100	\$2.00	\$1.00
\$25 to \$200	\$3.00	\$2.00
\$25 to \$300	\$4.00	\$2.00
\$50 to \$300	\$4.00	\$2.00
\$100 to \$500	\$5.00	\$3.00
\$200 to \$500	\$5.00	\$3.00
\$300 to \$1,000	\$10.00	\$5.00
\$500 to \$1,000	\$10.00	\$5.00

IF THE MINIMUM LIMIT CHANGES AND THE MAXIMUM STAYS THE SAME,
THE COLLECTION WILL STAY THE SAME AS THE MAXIMUM LIMIT COLLECTION
RATE.

*** Patent Pending*

ASIAN FIVE-CARD STUD (FIVE-CARD STUD)

Hawaiian Gardens Casino began playing "Asian Five-Card Stud" (Also known as Five-Card Stud) on January 12, 2001.

Asian Five-Card Stud is played with a standard 52-card deck minus the 2's, 3's, 4's, 5's, and 6's from each suit, leaving 32 cards in each deck for play. The player with the highest ranking hand wins. The rankings from highest to lowest are as follows:

Rank	Combination of Cards
1 st	Royal Flush
2 nd	Straight Flush
3 rd	Four-of-a-kind
4 th	Flush
5 th	Full House
6 th	Straight
7 th	Three-of-a-kind
8 th	Two Pair
9 th	One Pair
10 th	High Card

Note: The Ace may be used as a 6 for a small straight.

How to Play Asian Five-Card Stud

1. The Casino dealer deals two (2) cards (1 upcard and 1 downcard) to each seated player, starting with the player to the left of the player-dealer button and continuing clockwise around the table.
2. A betting round begins after the first two cards are dealt. The player with the lowest ranked upcard closest to the player-dealer button must place the opening bet. This forced opening bet is called a "live bet" because the player may raise if no other player does so at the close of the betting round.

3. To determine the lowest ranked card or hand, the suits are ranked from highest to lowest as follows: spades, hearts, diamonds and clubs. NOTE: the suit ranking is only used to determine the lowest ranked card or hand for betting purposes; the suit ranking does not count in determining the winning hand. If two cards or hands are of equal rank, the player closest to the right of the Casino dealer will initiate the action.
4. After the first betting round is completed, the Casino dealer will burn one (1) card. Next, the Casino dealer will deal one (1) upcard to each seated player.
5. After each player receives his or her third card, a second betting begins starting with the lowest ranked hand face up on the table and continues clockwise around the table.
6. After the second betting round is completed, the Casino dealer will burn one (1) card, and then deal one (1) upcard to each seated player.
7. A third betting round begins after each player receives his or her fourth card. The betting round starts with the player with the highest hand face up on the table and continues clockwise around the table.
8. After the third betting round is completed, the Casino dealer will burn one (1) card, and then deal one (1) and final upcard to each seated player.
9. The fourth and final betting round begins after each player receives his or her fifth card. The betting round starts with the player with the highest hand face up on the table and continues clockwise around the table.
10. The first player to check must show his or her hand first at the showdown. The player with the highest ranking hand wins (see ranking chart above).

Rules of Asian Five-Card Stud

1. The player-dealer takes care of the winnings and losses. If the player-dealer runs out of money before he or she reaches your bet, all bets not acted upon will not win or lose.
2. The player-dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player-dealer for more than two consecutive hands. The player-dealer button rotates clockwise around the table. No one may assume the player-dealer position unless he or she has made a non-bank bet in the last round. New players can assume the player-dealer position only if all other seated players refuse the player-dealer position in the round.
3. If the Casino dealer exposes a downcard, the player will receive his or her next card face down.
4. If a player exposes a card, he or she will be required to play it as a downcard.
5. If the Casino dealer burns and deals a card before a round of betting has been completed, that card or cards must be eliminated from play along with an additional burn card for each remaining player in the hand.
6. If a dealer burns two cards or fails to burn a card, the players should, if possible, move the cards to the right position to rectify the error. If it happens on a downcard and there is no way to tell which card was received, then the player must accept the card.
7. Checks and raises are permitted during each round. All raises must be at least equal to the size of the last bet. If three or more players have money invested in a betting round, only one bet and three raises are allowed in the round. If only two players have money invested in a betting round, there is no limit to the number of raises.
8. String bets and string raises are not permitted. A player must put in the full amount of monies at one time or announce his or her intended action. A

player who puts a single chip into the pot that is larger than the previous bet is assumed to have called the bet, unless they announce "raise". Due to the flexible betting limits, anytime an oversized chip is placed in the pot, the player must indicate the amount of the wager.

9. Once a card touches the discard pile (known as "muck"), that hand is considered invalid, the player may no longer participate in the hand, and the player loses his or her bet. However, in the CSR's discretion, it may be considered *retrievable and be allowed to play*.
10. Each player is permitted one short buy-in for every full buy-in (For example: 1 full, 1 short, 1 full etc.).
11. All players are responsible for protecting their own hands. Each player should receive five (5) cards from the Casino dealer. If a player does not have the correct number of cards on the deal, and no action has been accepted, the hand will be a misdeal. If there has been action before the mistake is noticed, the player with the incorrect number of cards has a dead hand and no money will be refunded from the pot.
12. If there are not enough cards left in the deck for each player, the Casino dealer will deal all the cards except the last card. The Casino dealer then adds the last card to the burn cards and then scrambles them, cuts the deck, burns a card and delivers the remaining downcards, using the last card if necessary. If the Casino dealer determines that by using this procedure there will still not be enough cards for all the players, he or she may not deal the last card. The Casino dealer will announce to the table that there are not enough cards, and a community card will be dealt face up in the middle of the table. The community card will be used in all active player's hands. The player who had the lowest ranked card or hand for the prior round will start the betting on this round.
13. A player who calls a bet when outranked by an opponent's upcards is not entitled to have his wager refunded.

14. The splitting of pots among players will not be allowed under any circumstances in any game. All hands must be played to completion.
15. If a player with the lowest ranked hand declares that he or she is "all-in," the action of the round of betting will fall to the player to the left of the "all-in" player.
16. Half a bet or more constitutes a bet. For example: In a 2-10 limit game, on the fifth card, the first player bets \$6. The next player then declares all-in for \$10. The next player may call the bet at \$10 or raise the bet to \$16, \$18, or \$20. (In no-limit the half or more rule does not apply).
17. Anything less than half a bet is considered action only. For example: In a 2-10 limit game, on the fifth card, the first player bets \$6. The next player then goes all-in for \$8. The next player may call the bet of \$8 or raise the bet to \$12, \$14, or \$16.
18. No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.
19. A boxed card is a non-existent card and is immediately replaced with the next card in the deck.
20. If a player asks to be dealt-in, but is unable to make it back to the table in time to act on his or her hand, he or she forfeits the ante and force entry bet, if any.
21. If a player's first card is accidentally turned up, his or her second card is dealt down. If both of the first two cards are dealt face up, the hand will be declared dead, and that player shall receive his or her ante back.
22. In No Limit, cash in \$100 bill increments, is allowed on the table. No bills other than \$100 bills shall be permitted to be in play or on the table. Each player is entitled to an unimpeded view of an opponent's chips and a count of cash, if requested.

23. The player with the player-dealer button may ask for an additional shuffle.
24. If a player shows any cards to another player during or after a hand, any player at the table may demand that the player show the cards to all players after a winner is determined.
25. "Rabbit hunting" is not permitted. Once the cards are out of play, players may not look through the discard pile or ask the dealer what is coming off the deck next.
26. A player who indicates action towards betting or calling will be required to complete that action with a minimum bet. However, if a player is unaware of a raise, he or she will not be required to meet the minimum bet, unless the next player in the rotation has already acted by meeting the minimum bet.

ASIAN FIVE-CARD STUD COLLECTION RATES

Limit	Buy-In	7 players	6 players	5 players	4 players	3 players or less
\$5 to \$50	\$100.00	5.00	4.00	3.00	2.00	1.00
\$10 to \$100	\$200.00	4.00	4.00	3.00	2.00	1.00
No Limit	\$100.00	5.00	4.00	3.00	2.00	1.00
No Limit	\$200.00	6.00	5.00	4.00	3.00	1.00

13-CARD (CHINESE POKER)

Hawaiian Gardens Casino began playing "13-Card or Chinese Poker" on January 12, 2001.

13-card, also known as Chinese Poker, is a popular card game in Asia. 13-Card is played between four players, who are each dealt 13 cards. A standard 52-card deck and regular poker rankings are used. The goal is to arrange the cards in the best 3-5-5 combination.

How to Play 13-Card

1. After all bets have been placed, the Casino dealer deals 13 downcards to the four (4) seated players.
2. Each player must arrange his or her cards into 3 sets. The 1st set is a combination of three cards and is laid face down furthest on the table from the player. The 2nd set consists of five cards and is placed face down behind the 1st set (i.e., closer to the player than the 1st set). The 3rd set is comprised of the final five cards and is placed face down closest to the player. The 1st set may not rank higher than the 2nd set; the 2nd set may not rank higher than the 3rd set.
3. Once all sets have been arranged, the player to the left of the player-dealer turns his or her sets face up and compares them with all other player's sets. The comparison proceeds clockwise around the table, ending with the player-dealer.
4. The payoff of the wagers is based on the points awarded for each segment (see point system section below).

Point System

BASIC POINT SYSTEM:

- Scores are kept by points. The player with the higher ranking hand in each set wins 1 point. For example, Player A's 1st set outranks Player B's 1st set; therefore, Player A wins 1 point. Each point is given a monetary value for each game.
- If a player's 3-part hand outranks his or her opponent's hand 2 out of 3, the player wins 2 points. If a player's 3-part hand outranks his or her opponent's hand 3 out of 3, the player wins 4 points.

BONUS POINT SYSTEM:

- A bonus hand occurs when all 3 sets of one player's hand outrank all 3 sets of one opponent's hand, or when one player's hand outranks all opponents' hands. The bonus hands are called respectively, the "Shot" and the "Home Run."
- The "Shot" occurs between two or three players when a player wins all 3 sets against one or two opponents. In this situation, the regular point value for each segment is doubled, and an additional point is awarded for each segment. For example, if a player has a "Shot" hand against an opponent and the hand is not a "Clean Sweep," he will win a total of six (6) points from that opponent. The 3 winning sets are worth one point each for a total of three (3) points, these three (3) points are doubled for a new total of six (6) points.
- The "Home Run" - This bonus hand can only occur when there are four players for the game. It is called the Home Run because a player wins all three segments against all three opponents. The point value for each segment is tripled, when a "Home Run" occurs. For example, if a player has a "Home Run" and the hand is not a "Clean Sweep," a total of nine (9) points

will be awarded from each opponent. The three winning segments are worth (3) points, which are tripled to nine (9) points.

Clean Sweep or Automatic Hands:

- The "Clean Sweep" hands are hands that have a special ranking and value. Clean Sweep hands automatically win. All Clean Sweep hands must be declared before the showdown (i.e., before the hands are opened).
- The Clean Sweep hands are ranked from highest to the lowest as follows:

RANK	HAND	POINTS
# 1	PURE DRAGON HAND Ace through King of the same suit.	39 pts.
# 2	BLACK OR RED DRAGON Ace through King of the same color.	26 pts.
# 3	DRAGON HAND Ace through King of any suits.	13 pts.
# 4	ALL BLACKS OR ALL REDS Thirteen (13) cards of the same color.	13 pts.
# 5	TWELVE BLACK OR TWELVE RED Twelve (12) black and one (1) red or Twelve (12) red and one (1) black	6 pts.
# 6	MINOR HAND Composed of cards between Deuce & 9 of any suit.	6 pts.
# 7	SIX WHEELS HAND Six (6) pairs, note: four (4) of a kind can be counted as two (2) pair.	4 pts.
# 8	THREE FLUSH HAND Suited cards in the front, middle, & back positions.	4 pts.
#9	THREE STRAIGHT HAND Contains straight in the front, middle & back positions.	4 pts.

- When a player declares a Clean Sweep hand, the Casino dealer will verbally confirm with the player. Once it is confirmed, the Casino dealer will place a marker on top of the hand. The Clean Sweep hand will be viewed first after all other hands have been set, and the player with the Clean Sweep hand collects its value first. If more than one player has a Clean Sweep hand, the

player with higher ranking Clean Sweep hand will collect the total point value for that hand from all players; the player with the lower ranking Clean Sweep hand may not subtract his or her points from the payout to the player with the higher ranking hand and will only collect from the remaining opponents who do not have Clean Sweep hands. If two players have Clean Sweep hands with the same ranking, they collect from their opponents, but not from each other. If a Clean Sweep hand is not declared prior to the showdown, it will be played as a regular hand.

Rules of 13-Card

1. The buy-in is thirty (30) times the value of one point of the game. One point equals the stated limit for the game. Only the same denomination of chips on the table will play, unless a player declares the amount he or she intends to add to the stack and does so before they look at the hand. A player who adds or subtracts chips to the stack after he or she looks at the hand may forfeit his or her hand.
2. In an "all-in" situation, wager settlement begins to the left of the player-dealer button and proceeds clockwise around the table. The all-in player's payoff will end when the total wager exchanged is equal to the amount of chips that was wagered by that player at the beginning of the hand. Antes will be included in the payoff by an all-in player provided the antes add up and equal one point or more.
3. The player-dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player-dealer for more than two consecutive hands. The player-dealer button rotates clockwise around the table. No one may assume the player-dealer position unless he or she has made a non-bank bet in the last round. New players can assume the player-dealer position only if all other seated players refuse the player-dealer position in the round.

4. Players are responsible for allocating the payoffs and comparing the hands. The Casino is not responsible for either the payoffs or the comparison of hands.
5. If a player fails to set his or her hand in the proper ranking order or in the prescribed 3-5-5 combination, the hand is considered fouled, and that player must pay a penalty to each opponent as follows:
 - a) A fouled hand against a Clean Sweep hand will pay the value of the Clean Sweep hand.
 - b) A fouled hand against a regular hand will pay six (6) points plus the bonus in the opponents' hand.
6. If a player declares a Clean Sweep hand but cannot produce it, the player's hand is fouled.
7. In a situation where one player declares a Clean Sweep hand and another player declares the intention to surrender, the first declaration will be used for the settlement of the wager. If both declarations occur simultaneously, the player who is to the immediate right of the player-dealer button will be recognized as the first to make the declaration. Once the proper marker is placed on top of the hand, the player may not change his or her decision.
8. Before the showdown, a misdeal will be declared if:
 - a) The Casino dealer exposes five or more cards of one player's hand.
 - b) Any player is dealt an incorrect number of cards.
 - c) Five or more boxed cards appear in the deck.
 - d) A foreign card appears.
9. Any hand containing an incorrect number of cards may be fouled. It is the player's responsibility to notify the Casino dealer before the showdown that an incorrect number of cards has been dealt.

10. If a player's hand contains two of the same cards, the player's hand is fouled. If two of the same cards belong to different players, the game will be declared a misdeal.
11. Exposed cards or boxed cards will play as dealt.
12. Ace-2-3-4-5 is the smallest straight.
13. Any chips less than the minimum limit (point) of the game will not play. Any chips larger than the table denomination must be changed to the denomination used on the table for the limit being played.

13-CARD (CHINESE POKER) COLLECTION RATES

Limit	Ante (Per Hand)	Collection 4 players	Collection 3 players	Collection 2 players
\$5	1.00	3.00	1.00	1.00
\$10	2.00	5.00	2.00	2.00
\$20	5.00	6.00	3.00	3.00
\$25	5.00	7.00	3.00	3.00
\$40	5.00	9.00	5.00	5.00
\$50	5.00	9.00	5.00	5.00
\$100	10.00	11.00	6.00	6.00
\$500	10.00	11.00	6.00	6.00
\$1,000	10.00	11.00	6.00	6.00
\$3,000	15.00	16.00	10.00	10.00
\$5,000	20.00	16.00	10.00	10.00
\$10,000	40.00	21.00	10.00	10.00

BADUGI

Badugi is a four card lowball game. The object of Badugi is to make the best low hand (unsuited) with the most cards. The best low hand is comprised of four cards of different suits and different ranks (i.e., A-2-3-4, off suit). When you find yourself holding 4 cards of different rank and suit, then you are holding a BADUGI!

Rules for Badugi

1. Each player is dealt 4 cards in a clockwise direction starting from the player on the Small Blind. Cards are dealt to each player one card at a time.
2. Once everyone has their 4 cards the first round of betting begins with the player to the left of the Big Blind and continues around the table in a clockwise direction.
3. First Draw Round: Players are offered the opportunity to draw zero to four cards, clockwise from the first participating seat to the left of the dealer button. Players select which cards to keep and which to replace through a draw.
4. Once all the players have completed their first draw, the second round of betting begins.
5. Second Draw Round: Same as First Draw Round.
6. Once all the players have completed their second draw, the third round of betting begins.
7. Third Draw Round: Same as first and second draw round. The dealer would reshuffle the discards at this time, if necessary.
8. Once all the players have completed their third draw, the final round of betting begins. This round is the same as the third draw.

Object of the Game

The object of Badugi is to make the best low hand with the most unsuited cards. There is no ranking for the suits themselves. The best hand is A-2-3-4 (unsuited). Any hand of all four suits ("Badugi") beats any hand that has either a pair or two of the same suits (a three card hand).

If none of the players are able to make a 4 card hand, the winner is determined by the best 3 card hand. The best 3 card hand is A-2-3 (off suit), with either a pair or a matching suit.

Occasionally, the best 2 card hand wins the pot. The best 2 card hand is A-2 (off suit).

BADUGI COLLECTION RATES

COLLECTION RATES PER HAND

Regular Table Fee:

Limit	Blind	8 & 7 players	6 players	5 players	4 players or less
15-30	\$5 - \$10 - \$15	3.00	2.00	1.00	0.50
20-40	\$10 - \$10 - \$20	3.00	2.00	1.00	0.50

Designated Table Fee:

Limit	Blind	8 & 7 players	6 players	5 players	4 players or less
15-30	\$5 - \$10 - \$15	1.00	1.00	1.00	1.00
20-40	\$10 - \$10 - \$20	1.00	1.00	1.00	1.00

TIME COLLECTION RATES

Limit	Blinds	Collection
10-20	\$5 - \$5 - \$10	5.00 per player per half hour
15-30	\$5 - \$10 - \$15	6.00 per player per half hour
20-40	\$10 - \$10 - \$20	7.00 per player per half hour
30-60	\$10 - \$20 - \$30	8.00 per player per half hour

Deuce-To-Seven Lowball

(Kansas City Lowball)

In deuce-to-seven lowball, in most respects, the worst conventional poker hand wins. Straights and flushes count against a player, crippling the value of a hand. The ace is used only as a high card. The best hand is 7-5-4-3-2 off suited. The hand 5-4-3-2-A is not considered to be a straight, but an Ace-5 high, so it beats other ace-high hands and pairs, but loses to king-high. A pair of aces is the highest pair, so it loses to any other pair.

Rules (Deuce-To-Seven)

The rules for deuce to seven lowball are the same as those for ace-to-five lowball, except for the following differences:

1. The best hand is 7-5-4-3-2 OF AT LEAST TWO DIFFERENT SUITS.
Straights and flushes count against you, and aces are considered high only.
2. Before the draw, and exposed card of 7,5,4,3, or 2 must be taken.
Any other exposed card must be replaced (including a 6).
3. Check-raise is allowed on any hand after the draw, and a seven or better is not required to bet.
4. *OPTIONAL RULE:* Lowball may be played with 1, 2, 3, or 4 draws.
5. *All other Ace-to-5 Lowball rules apply.*

MATCH-IT

(LIMIT WITH DOUBLE DRAW)

The object of the game is to match the sum of the 3 card flop (also known as the "board"). The regular 52 card (also known as a "deck") will be used, joker not included. Values of each card are as follows:

Ace	1 or 11
Face Cards (King, Queen, Jack)	10
Spot Cards (2 – 10)	Face Value

The Ace takes on the value of either 1 or 11 as selected by the player holding the Ace. An Ace that is included in a 3-card flop is always valued at 11. Thus, the maximum possible 3-card flop is 33 (A-A-A). The minimum possible 3-card flop is 6 (2-2-2). Card suits (spade, heart, diamond, club) are not relevant to the game play. Thus, the 2 kings of different suits carry the same rank or value of 10 points.

If two or more players have the same sum, the player who has the higher card ranking wins (i.e., the flop 6-7-8 = 21. Player X has A-A-9, a better hand than Player Y who has A-K-K. Subsequently for the 3-card flop 6-7-8 = 21, A-K-Q beats A-K-J, A-K-J beats A-K-10). If no player matches the sum, the player who is the closest to the sum wins, without going over. If every player has a greater sum ("busted hand") compared to the 3-card flop, the player who has the closest sum wins. However, a busted hand can not beat a non-busted hand (i.e., the 3-card flop Q-J-2 = 22. A hand of K-K-3 loses to J-2-4. 23 is a "busted hand"; 16 is not). If two or more players have identical hands, they split the pot.

The game uses a flat disk called a "dealer button" to indicate the player who is in the dealer position for that hand. The player with the dealer button is the last to receive cards and has right of last action after the first betting round.

Big and Small Blind bets are used to stimulate action and initiate play. In addition to the blinds, every player has to ante. Blinds are posted before the players look at their cards. Blinds are part of a player's bet, unless a structure of a specific game or a situation requires part or all of a particular blind to be "DEAD". Dead chips are not part of a player's bet. The Small Blind is posted by the player immediately clockwise from the button, and the Big Blind is posted by the player two positions clockwise from the button.

The first betting round starts after all players receive their 3 down cards and the exposure of the 3-card flop. Action starts with player immediately to the left of the blinds. Up to 3 raises allowed, when there are three or more players contending for the pot, no limit on raises if it is "heads up". Players remaining must now decide whether to discard their unwanted cards and perform their first draw. Players can stay PAT or discard 1, 2 or 3 cards. A player that stays PAT on the first draw can decide to break PAT and perform the second draw. On all subsequent betting rounds, action begins with the first active player left of the button. The second betting round starts after the first draw. The limit increases from 1 unit to 2 units. All remaining players can again stay PAT or discard 1, 2 or 3 cards and perform their second and final draw. The third betting round starts after the second draw. The limit increases from 2 units to 3 units. Once the betting round is completed, it shall be hand showdown. The button rotates one position clockwise after each deal. The button must move forward and the blinds adjust accordingly.

Rules

1. All blinds are "live" (except for the "dead collection blind"). If you post a blind, you have the option of raising the pot when it is your turn.
2. When there are two blinds in a game with three or more players, the small blind is to the immediate left of the dealer button. In "heads up" play, the small blind is on the button.
3. A new player entering a game, has the following options:
 - a. To immediately be dealt a hand, OR

- b. To let the blinds and the button pass before being dealt a hand.
- 4. Players can not have the button twice; the button always moves forward, and the blinds are adjusted accordingly. However, a new player inherits the small blind waiting for the big blind but will be allowed to post only the small blind.
- 5. If you miss any of the blinds, you can resume play by either posting the total amount of the blinds for that limit game or waiting for the big blind. If you choose to post the total amount of blinds, an amount up to the size of the minimum opening bet is live, and the remainder is placed in the pot as "dead money". When it becomes your turn to act, you may either call the action or you may raise.
- 6. When a game starts, a new player will not be required to post a blind until the button has made one complete revolution around the table, provided a blind has not yet passed the seat. A player may also change seats without penalty provided a blind has not passed the new seat. However, a player who drew for the button is considered active in the game, and is required to make up both blinds if he or she misses a blind.
- 7. Three cards constitute a playing hand; more or fewer than three cards after the draw constitute a fouled hand. Before the draw, if you have fewer than three cards in your hand, you may receive additional cards, provided no action has been taken by the first player to act, unless that action occurs before the deal is completed. However, the dealer position may still receive a missing third card, even if the action has taken place. If action has been taken, you are entitled on the draw to receive the number of cards necessary to complete the three-card hand.
- 8. You may change the number of cards you wish to draw, provided:
 - a. No cards have been dealt off the deck in response to your request (including the burn card)
 - b. No player has acted on his or her hand based on the number of cards you have requested.

- c. All players shall declare PAT hand or number of cards to be drawn BEFORE any one receives any draw cards for that round.
- 9. If one is asked how many cards one drew by another active player, one is obligated to respond until there has been action after the draw, and the dealer is also obligated to respond. Once there is action after the draw, one is no longer obligated to respond and the dealer cannot respond.
- 10. Rapping the table in turn constitutes either a pass or the declaration of a pat hand, depending on the situation.

Irregularities

- 1. If the first card off the deck is exposed on the deal, the dealer will place it back onto the deck, re-shuffle and re-cut the cards. If any other card is exposed due to dealer error, it will be replaced as follows: If a down-card is flashed or exposed due to a dealer error, it may not be kept. After completing the hand, the dealer replaces the card with the top card on the deck, and the exposed card is then used for the burn card.
- 2. If the dealer mistakenly deals the first player an extra card (after all players have received their starting hands), the card will be returned to the deck and used for the burn card. If the dealer mistakenly deals more than one extra card, it is a misdeal.
- 3. If a dealer exposes a card on the Draw, the exposed card will be mucked and players will receive their cards in the rightful order. After the Draw is completed for that round, the player who had an exposed card get the last card.

MATCH-IT (LIMIT WITH DOUBLE DRAW)

Collection Rate Table

Blind	Ante	9-8 players	7-6 players	5 players	4 players or less
1-1	.50	3.00	2.00	2.00	1.00
1-2	.50	3.00	2.00	2.00	1.00
1-3	.50	3.00	2.00	2.00	1.00
2-4	.50	3.00	2.00	2.00	1.00
2-6	.50	3.00	2.00	2.00	1.00
3-6	1.00	4.00	3.00	3.00	1.00
3-9	1.00	4.00	3.00	3.00	1.00
4-8	1.00	4.00	3.00	3.00	1.00
4-12	1.00	4.00	3.00	3.00	1.00
5-10	2.00	5.00	4.00	4.00	1.00
5-15 and above	2.00	5.00	4.00	4.00	1.00

Hawaiian Gardens

THREE CARD POKER

The object of Three Card Poker is to beat the player/dealer in a three-card poker game. The ranking of hands are as follows:

RANK	HAND
1	Straight Flush
2	Three of a kind
3	Straight
4	Flush
5	Pair
6	High Card

Rules for Three Card Poker:

1. Three Card Poker is played on either a blackjack-style or poker-style table.
2. The game is played with up to six standard 52-card decks.
3. Table Fees: Fees will be charged for all wagers and shall be determined prior to the start of play of any hand or round. The actual collection of the fee will occur prior to the start of a hand. Ample notice shall be provided to players relating to the assessment of fees. Flat fees on each wager may be assessed at different collection rates (see table).
4. Players will make an Ante wager.
5. Players will receive three cards, face down. The Player/Dealer will receive three cards, two face down and one face up.
6. Upon inspection of their hand, players will have two options:
 - a) Fold the hand and forfeit the Ante; of
 - b) Stay in the game by making a Play bet; this bet must equal the Ante.

7. The Player/Dealer must qualify to play with a minimum Queen high.
 - a) If the player/dealer does NOT qualify, the play bet receives no action. The player/dealer shall immediately refund this bet to players.
 - b) The Ante will receive action. If the player's hand beats the player/dealer's hand, the dealer will then pay each Ante – the ones not surrendered by folding (i.e. even money). If the player's hand does not beat the player/dealer's hand, the dealer does not pay.
 - c) If the player/dealer's hand qualifies, the dealer shall immediately stack each player's Play bet atop the Ante.
 - 1) If the player's hand beats the player/dealer's, the player wins even money.
 - 2) If the player/dealer's hand beats the player's, the player loses.
8. All bets receive action to the extent that the player/dealer wager covers.
9. The round of play ends when the player/dealer exhausts his bankroll, or when all player wagers receive full action.
10. No Purchase Necessary ("NPN") Table: The NPN Table is available twenty-four hours a day, seven days a week, and upon customer request, may be activated, if it is not otherwise active.

Bonus Bet:

The Bonus Bet is an optional bet for players who placed an ante bet. The rules are as follows:

1. Bonus Bets must be placed prior to the initial deal.
2. Bonus Bets must equal the Ante to qualify for a Bonus Bet payoff.
3. The Player/Dealer will pay all winning bonus bets and will collect all losing bonus bets.
4. In the event that the player/dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's

wager receives action in the following order: Ante Bet, Play Bet, Bonus Bet.

5. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players. As an additional option, a Third Party Banker may cover the rest of the wagers.
6. NPN tables will qualify for the Bonus Bet option. There is no fee or wager required to receive an award at the NPN Table. In the event a player at a NPN table wins a bonus bet, he or she will be paid out at the minimum amount by the Third Party Banking Group.
7. Bonus Bets pay as follows

Hand	Payoff
Royal Flush	200:1
Straight Flush	40:1
Three of a Kind	30:1
Straight	6:1
Flush	3:1
One Pair	1:1

Hawaiian Gardens

THREE CARD POKER

COLLECTION RATES

Table Limit Per Spot	Max Per Seat
\$2.00 - \$50.00	\$300.00
Player Collection per Spot \$2.00 - \$4.00 \$5.00 - \$50.00 Player/Dealer Position When Total Bets = > \$51.00	 \$0.25 \$0.50 \$1.00
\$5.00 - \$50.00	\$600.00
Player Collection Per Spot \$5.00 - \$50.00 Player/Dealer Position When Total Bets = \$51.00 - \$100.00 When Total Bets = > \$101.00	 \$0.50 \$1.00 \$2.00
\$10.00 - \$100.00	\$1,000.00
Player Collection Per Spot \$10.00 - \$100.00 Player/Dealer Position When Total Bets = \$51.00 - \$100.00 When Total Bets = > \$101.00	 \$1.00 \$1.00 \$2.00
\$50.00 - \$300.00	\$2,000.00
Player Collection Per Spot \$5.00 - 300 Player/Dealer Position When Total Bets = \$101.00 - \$500.00 When Total Bets = > \$501.00	 \$2.00 \$3.00 \$5.00